PUNJAB BOARD OF TECHNICAL EDUCATION

21-A, Kashmir Block Allama Iqbal Town, Lahore
www.pbte.edu.pkTel # 042-99260273 email: rnd.pbte@gmail.com
SAY NO TO CORRUPTION

No: PBTE/R&D/2026/23 Dated: 28-01-2026

NOTIFICATION

In pursuance of the NAVTTC Notification No. (D.G) (SS&C)/2021-QD-1 dated 26.11.2025, it is notified that the newly developed curricula of the following technologies have been approved by National Vocational & Technical Training Commission (NAVTTC) for their implementation in all institutes affiliated with PBTE.

- DAE in Marketing (Specialization in Digital Marketing) (03 Years)
- DAE in Textile & Fashion Design (03 Years)

The implementation of said technologies shall apply on the students who shall be registered for academic session 2026-27 and onward. Punjab Board of Technical Education shall conduct the examination of the said technologies w.e.f. 1st Annual Examination 2027. Soft copy of the curricula of the said technologies may be downloaded from the website of PBTE i.e. www.pbte.edu.pk/textbooks.html.

SECRETARY

CC to:

1- PS to Chairperson PBTE, Lahore.
2- PA to Secretary PBTE, Lahore.
3- PA to Controller of Examinations PBTE, Lahore.
4- PA to DG Academics TEVTA, Lahore.
5- PA to DG Operations TEVTA, Lahore.
6- The Principals concerned.
7- Deputy Controller of Examinations (Conduct) PBTE, Lahore
8- Deputy Controller of Examinations (Secrecy) PBTE, Lahore.
9- System Analyst PBTE, Lahore.
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14-Assistant Controller of Examinations (P&P-II) PBTE, Lahore.
15-Assistant Secretary (Recognition) PBTE, Lahore.
16-IPS PBTE, Lahore.
17-IOW PBTE, Lahore.
18-Web Administrator PBTE, Lahore to upload on website of PBTE.
19-Notification File.

Curriculum

For

3- Years Diploma

In Textile and Fashion Design

COURSE CODE: 36DTFDD12025

(Developed September, 2025)

TRAINING OBJECTIVES

This comprehensive program aims to cultivate a skilled workforce proficient in design, trend forecasting, pattern making, sewing, draping, and Computer-Aided Design, addressing the industry's demand for versatile talent in Textile & Fashion Design field.

At its core, the course seeks to foster a dynamic learning environment that nurtures knowledge, innovation, creativity, and excellence. Students are empowered to engage in design intervention throughout the entire dress development process, seamlessly integrating techniques to craft compelling fashion statements. By aligning with contemporary industry needs, the curriculum caters to both commercial and domestic sectors.

The objective of this course is to provide comprehensive training i.e. imparting skill proficiency and required knowledge in Textile and Fashion Designing so trainees may be able to provide support to related industry or self-employed.

On completion of the course, the trainees will be able to make patterns, prepare dresses by sewing, make Textile Designs by using colors and dyes, design dresses according to culture, latest trends of fashion Industry. They will also learn selection of fabrics colors, preparation of mood boards of different topics / cultures etc.

CURRICULUM SALIENTS:

Entry level	:	Matric
Duration	:	3- Years
	:	
Total Training Hours	:	1360 Hours per Year
	:	Approx.40 hours per week
	:	7 hours / day (Friday 5 Hours)
Training Methodology	:	Practical 61%
	:	Theory 39%
Medium of Instruction	:	English/ Urdu

CURRICULUM DELIVERY STRUCTURE

1st Year

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

2nd Year

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

3rd Year

	Curriculum Delivery	Co Curricula Activities / Vacations	Revision	Final Test	Total
Week	1-34	35-50	51	52	52
	34	16	1	1	

SCHEME OF STUDIES
Diploma in Textile and Fashion Design (3 -Years Course)

Scheme of Studies Diploma in Textile and Fashion Design 1st Year					
Sr.	**Code**	**Subject**	**T**	**P**	**C**
	Eng 142	English-I	6	0	2
	Gen 172	Urdu-I	6	0	2
	RE111/ISLl11	Religious Education / Islamiat	3	0	1
	ETH111 / CIV111/TT111	Ethics-I / Civics-I / Tarjumat-ul-Quran-I	1	0	1
	DTFD-112	Textile Raw Materials and Yarn Formation	1	3	2
	DTFD-121	History of Art & Design	1	0	1
	DTFD-132	Basic Drawing	0	6	2
	DTFD-142	Basic Design	1	3	2
	DTFD-151	Fashion Photography	0	3	1
	DTFD-162	Basic Pattern Making & Sewing	1	3	2
	Comp 121	Computer Applications	0	3	1
Total			**20**	**21**	**27**

Scheme of Studies Diploma in Textile and Fashion Design 2nd Year					
Sr.	**Code**	**Subject**	**T**	**P**	**C**
	Eng 242	English-II	6	0	2
	GEN-272	Urdu-II	6	0	2
	GEN-291	Pakistan Studies	3	0	1
	ETH211 / CIV211/TT211	Ethics-II/ Civics-II / Tarjumat-ul-Quran-II	1	0	1
	DTFD-212	Fabric Formation Techniques	1	3	2
	DTFD-222	Dyeing & Printing	1	3	2
	DTFD-232	Fashion Illustrations	1	3	2
	DTFD-241	Draping	0	3	1
	DTFD-251	Advance Pattern Making & Sewing	0	3	1
	DTFD-262	CAD/CAM-I	0	6	2
Total			**19**	**21**	**26**

Scheme of Studies Diploma in Textile and Fashion Design 3rd Year					
Sr.	**Code**	**Subject**	**T**	**P**	**C**
1.	MGM-331	Marketing & Merchandizing	1	0	1
2.	MGM-361	Communication Skills	1	0	1
3.	MGM-342	Entrepreneurship & Freelancing	2	0	2
4.	DTFD-312	Embellishment Techniques	1	3	2
5.	DTFD-322	Research & Development (R & D)	1	3	2
6.	DTFD-331	Fashion Styling	0	3	1
7.	DTFD-342	Design Trends & Forecasting	1	3	2
8.	DTFD-352	CAD/CAM-II	0	6	2
9.	DTFD-364	Project	0	12	4
Total			**7**	**30**	**17**

1st Year

As per syllabus of BISE from PCTB / PECTA Book

Eng 142	English-I
Gen 172	Urdu-I
RE111/ISLl11	Religious Education / Islamiat
ETH111 / CIV111/TT111	Ethics-I / Civics-I / Tarjumat-ul-Quran-I

DETAIL OF COURSE CONTENTS

Diploma in Textile and Fashion Design (3 Years course)

1st Year

DTFD-112 Textile Raw Materials and Yarn Formation

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- Introduction to Different Textile Fibers.
- Recognition of classification of Textile Fibers.
- Familiarization with Properties and Uses of Fibers.
- Familiarization of Process Flow of Yarn Formation

Course Contents	Hours
1. Introduction to Textiles	2
1.1 Definition of Textile and Basic Terminologies	
1.2 History of Textile	
1.3 Importance of Textiles in Daily Life	
1.4 Classification of Textile Products	
1.5 Introduction to Pakistan's Textile Market	
2. Introduction to Textile Raw Materials	4
1.1 Definition of Textile Fiber	
1.2 Classification of Textile Fibers	
1.3 Introduction to	
2.3.1. Natural Fibers	
2.3.2. Re-generated Fibers	
2.3.3. Synthetic Fibers	
3. Natural Fibers	4
1.1 Sources of Natural Fibers (e.g. Plant, Animal & Mineral)	
3.1.1. Introduction to Plant Fibers	
3.1.1.1. Bast Fibers (e.g. Jute, Flax, Hemp, Kenaf, Bamboo)	
3.1.1.2. Leaf Fibers (e.g. Banana, Sisal)	
3.1.1.3. Seed Fibers (e.g. Cotton)	
3.1.2. Introduction to Animal Fibers	
3.1.2.1. Wool Fiber	

- 3.1.2.2. Silk Fiber
- 3.1.3. Introduction to Mineral Fibers
  - 3.1.3.1. Asbestos Fibers
  - 3.1.3.2. Ceramic Fibers
  - 3.1.3.3. Glass Fibers

4. Properties and Applications of Natural Fibers 4
   - 1.1 Cotton (Cultivation, Properties, End Uses)
   - 1.2 Hemp (Fiber Extraction, Properties, End Uses)
   - 1.3 Wool (Fiber Production Process, Properties, End Use)
   - 1.4 Silk (Fiber Extraction, Properties, End Uses)
5. Introduction to Re-generated Fibers 4
   - 1.1 Introduction to Different Regenerated Fibers (Viscose Rayon, Lyocell)
   - 1.2 Properties and End Uses of Viscose Rayon and Lyocell
6. Introduction to Synthetic Fibers 4
   - 1.1 Introduction to Different Synthetic Fibers (e.g. Polyester, Acrylic, Polypropylene & Elastomeric Fibers)
   - 1.2 Properties and Applications of Polyester and Acrylic Fibers
7. Sustainable Textile Raw Materials 2
   - 1.1 Environmental Impact of Textile Production
   - 1.2 Sustainable Textile Raw Material (Organic Cotton, Recycled Fibers etc.)
   - 1.3 Ethical Consideration in Textile Sourcing
8. Introduction to Yarn Manufacturing 8
   - 1.1 Definition of Textile Yarn
   - 1.2 Process Flow Chart of Basic Operations of Yarn Manufacturing
   - 1.3 Common Types of Yarns (Natural, Synthetic and Blended)
   - 1.4 Yarn Numbering Systems
   - 1.5 Yarn Properties (Strength, Thickness, Elasticity)
   - 1.6 Introduction to Yarn Texturing and Twisting
   - 1.7 Introduction to Fancy Yarns (Slub Yarn)
9. Yarn Selection for Textile & Fashion Design 2
   - 1.1 Overview of Yarn and its Role in Textile & Fashion Design
   - 1.2 Factors Influencing Yarn Selection
     - 9.2.1. Fiber
     - 9.2.2. Texture
     - 9.2.3. Color
     - 9.2.4. Drape
   - 1.3 Yarn Suitability for Different Garment Types and Styles

Recommended Book:

1. Textile engineering: an introduction by Yasir Nawab
2. TEXTILES from fiber to fabric by Corbman
3. Handbook of Textile Fibres: Natural Fibres by J Gordon Cook – 1984
4. Sustainable Textiles: Life Cycle and Environmental Impact" by Richard Blackburn

DTFD-112 Textile Raw Materials and Yarn Formation

Instructional Objectives:

1. Introduction to Textiles
   1.1. Define Textile and explain its Basic Terminologies
   1.2. Explain Brief History of Textile
   1.3. Describe the Importance of Textiles in Daily Life
   1.4. Explain the Classification of Textile Products
   1.5. Brief Introduction of the Pakistan's Textile Market Introduction to Textile Raw Materials
2. Define Textile Fiber
   2.1. Explain Classification of Textile Fibers
   2.2. Brief Introduction to
      2.2.1. Natural Fibers
      2.2.2. Re-generated Fibers
      2.2.3. Synthetic Fibers
3. Natural Fibers
   3.1. Describe different Sources of Natural Fibers (e.g. Plant, Animal & Mineral)
      3.1.1. Introduce Students about Plant Fibers
         3.1.1.1. Bast Fibers (e.g. Jute, Flax, Hemp, Kenaf, Bamboo)
         3.1.1.2. Leaf Fibers (e.g. Banana, Sisal)
         3.1.1.3. Seed Fibers (e.g. Cotton)
      3.1.2. Introduce Students about Animal Fibers
         3.1.2.1. Wool Fiber
         3.1.2.2. Silk Fiber
      3.1.3. Introduce Students about Mineral Fibers
         3.1.3.1. Asbestos Fibers
         3.1.3.2. Ceramic Fibers
         3.1.3.3. Glass Fibers
4. Explain Properties and Applications of Following Natural Fibers
   4.1. Cotton (Cultivation, Properties, End Uses)
   4.2. Hemp (Fiber Extraction, Properties, End Uses)
   4.3. Wool (Fiber Production Process, Properties, End Use)
   4.4. Silk (Fiber Extraction, Properties, End Uses)
5. Introduction to Different Re-generated Fibers
   5.1. Explain Mentioned Regenerated Fibers (Viscose Rayon, Lyocell)
   5.2. Describe different General Properties and End Uses of Viscose Rayon and Lyocell
6. Introduction to Different Synthetic Fibers
   6.1. Explain Mentioned Synthetic Fibers (e.g. Polyester, Acrylic, Polypropylene & Elastomeric Fibers)
   6.2. Describe different General Properties and Applications of Polyester and Acrylic Fibers
7. Sustainable Textile Raw Materials
   7.1. Explain Environmental Impact of Textile Production

- 7.2. Describe Mentioned Sustainable Textile Raw Material (Organic Cotton, Recycled Fibers etc.)
- 7.3. Explain About Ethical Consideration in Textile Sourcing

8. Introduction to Yarn Manufacturing 8
   - 8.1. Define Textile Yarn
   - 8.2. Explain the Process Flow Chart of Basic Operations of Yarn Manufacturing
   - 8.3. Describe the Common Types of Yarns (Natural, Synthetic and Blended)
   - 8.4. Introduce Yarn Numbering Systems in Detail
   - 8.5. Explain Mentioned Yarn Properties (Strength, Thickness, Elasticity)
   - 8.6. Introduce Yarn Texturing and Twisting
   - 8.7. Introduce Fancy Yarns (Slub Yarn)
9. Yarn Selection for Textile & Fashion Design 2
   - 9.1. Present Brief Overview of Yarn and its Role in Textile & Fashion Design
   - 9.2. Explain Factors Influencing Yarn Selection
     - 9.2.1. Fiber
     - 9.2.2. Texture
     - 9.2.3. Color
     - 9.2.4. Drape
   - 9.3. Explain Yarn Suitability for Different Garment Types and Styles

DTFD-112 Textile Raw Materials and Yarn Formation

List of Practical: 102 Hrs.

1. Identification of fiber, yarn, fabric, and garment
2. Examine and identify Cotton and Wool Fibers Using Burn Test.
3. Examine and identify Cotton and Wool Fibers Using Solubility Test.
4. Examine and identify Silk Fiber Using Solubility
5. Examine and identify Different Man-Made Fibers (e.g. Polyester) using Burn Test.
6. Examine and identify Different Man-Made Fibers (e.g. Polyester, Polypropylene, Amide Fibers etc.) using Solubility Test.
7. Practical observation of different types of yarns
8. Determination of yarn areal density
9. Determine the Twist Direction in the Given Piece of the Yarn
10. Determine the Count of the Given Piece of the Yarn
11. Prepare a Flow Chart Indicating the Different Sections of the Spinning Process
12. Visit of a Spinning Mill

DTFD-121 History of Art and Design

Total Contact Hours:

Theory: 34

Practical: 0

T	P	C
1	0	1

Learning Outcomes:

- Students will have a comprehensive understanding of the development of art and design throughout various historical periods and cultures.
- They will learn analyzing the socio-political, cultural, and technological influences on artistic movements and styles.
- This course aims to develop students' critical thinking skills, research abilities, and the capacity to interpret and contextualize artworks within their historical and cultural frameworks.

Course Contents: Hours

1. Prehistoric Art: **4**
1.1 Cave paintings
1.2 Prehistoric sculptures
1.3 Different other types of artifacts of prehistoric time

2. Ancient Art: **4**
2.1 Egyptian Art
2.2 Mesopotamian Art
2.3 Greek Art
2.4 Roman art and architecture

3. Medieval Art: **3**
3.1 Byzantine Art
3.2 Romanesque Art
3.3 Gothic art and architecture.

4. Renaissance Art: **2**
4.1 Italian Renaissance
4.2 Northern Renaissance

5. 17th and 18th-century European art movements: 4

5.1 Baroque Art
5.2 Rococo Art
5.3 Neoclassicism

6: Art movements of the 18th and 19th centuries: 6

6.1 Romanticism
6.2 Realism
6.3 Cubism
6.4 Surrealism
6.5 Impressionism
6.6 Post impressionism

7.Modern Art: 3

7.1 Abstract Expressionism
7.2 Pop Art

8.Design Movements: 6

8.1 Arts and Crafts Movement
8.2 Art Nouveau
8.3 Art Deco
8.4 Postmodernism.

9. Global Perspectives: **2**

9.1 Art and design from diverse cultures and regions around the world.
9.2 Analyzing artworks through various perspectives, including socio-political, gender, and postcolonial.

Recommended Books:

1: History of Art by Horst Woldemar Janson, Anthony F. Janson 1999
2: Design History and the History of Design by John Albert Walker, Judy Attfield 1989
3: History of Design- Decorative Arts and Material Culture, 1400?2000, 2013

DTFD-121 History of Art and Design

Instructional Objectives:

1 Prehistoric Art

1.1 **Cave Paintings**

1.1.1 Understand the significance of cave paintings in prehistoric art.

1.1.2 Identify the characteristics and themes of cave paintings (animals, hunting scenes).

1.1.3 Analyze the role of cave paintings in understanding prehistoric culture.

1.2 **Prehistoric Sculptures**

1.2.1 Understand the importance of sculptures in prehistoric art.

1.2.2 Identify the characteristics and themes of prehistoric sculptures (Venus figurines, animal sculptures).

1.2.3 Analyze the role of sculptures in prehistoric culture and rituals.

1.3 **Other Artifacts of Prehistoric Time**

1.3.1 Understand the significance of other prehistoric artifacts (tools, pottery, jewelry).

1.3.2 Identify the characteristics and functions of these artifacts.

1.3.3 Analyze the role of these artifacts in understanding prehistoric daily life and culture.

2 Ancient Art

2.1 **Egyptian Art**

2.1.1 Identify the significance of Egyptian art in understanding ancient Egyptian culture.

2.1.2 Analyze the role of art in ancient Egyptian funerary practices.

2.2 **Mesopotamian Art**

2.2.1 Understand the characteristics and themes of Mesopotamian art (cuneiform, relief sculptures).

2.2.2 Identify the significance of Mesopotamian art in understanding ancient Mesopotamian culture.

2.2.3 Analyze the role of art in ancient Mesopotamian politics and religion.

2.3 **Greek Art**

2.3.1 Understand the characteristics and themes of Greek art (classical ideals, proportions).

2.3.2 Identify the significance of Greek art in understanding ancient Greek culture.

2.3.3 Analyze the role of art in ancient Greek architecture and sculpture.

2.4 **Roman Art and Architecture**

2.4.1 Understand the characteristics and themes of Roman art and architecture (realism, grandeur).

2.4.2 Identify the significance of Roman art and architecture in understanding ancient Roman culture.

2.4.3 Analyze the role of art and architecture in ancient Roman politics and engineering.

3 Medieval Art

3.1 **Byzantine Art**

3.1.1 Understand the characteristics and themes of Byzantine art (mosaics, iconography).

3.1.2 Identify the significance of Byzantine art in understanding medieval Eastern Roman culture.

3.1.3 Analyze the role of art in Byzantine spirituality and politics.

3.2 **Romanesque Art**

3.2.1 Understand the characteristics and themes of Romanesque art (arches, vaults).

3.2.2 Identify the significance of Romanesque art in understanding medieval European culture.

3.2.3 Analyze the role of art in Romanesque architecture and spirituality.

3.3 **Gothic Art and Architecture**

3.3.1 Understand the characteristics and themes of Gothic art and architecture (light, verticality).

3.3.2 Identify the significance of Gothic art and architecture in understanding medieval European culture.

3.3.3 Analyze the role of art and architecture in Gothic spirituality and engineering.

4 Renaissance Art

4.1 **Italian Renaissance**

4.1.1 Understand the characteristics and themes of Italian Renaissance art (humanism, realism, classical influences).

4.1.2 Identify the key artists and their works (Leonardo da Vinci, Michelangelo, Raphael).

4.1.3 Analyze the role of patronage and the Medici family in shaping Italian Renaissance art.

4.2 **Northern Renaissance**

4.2.1 Understand the characteristics and themes of Northern Renaissance art (oil painting, detail, symbolism).

4.2.2 Analyze the role of the Northern Renaissance in the development of art and culture in Europe.

5 . 17th and 18th-Century European Art Movements

5.1 **Baroque Art**

5.1.1 Understand the characteristics and themes of Baroque art (dramatic lighting, intense emotions).

5.1.2 Identify the key artists and their works (Caravaggio, Rembrandt, Vermeer).

5.1.3 Analyze the role of Baroque art in the Catholic Counter-Reformation.

5.2 **Rococo Art**

5.2.1 Understand the characteristics and themes of Rococo art (lighthearted, playful, ornate).

5.2.2 Analyze the role of Rococo art in 18th-century French culture.

5.3 **Neoclassicism**

5.3.1 Understand the characteristics and themes of Neoclassical art (classical ideals, moral seriousness).

5.3.2 Analyze the role of Neoclassicism in the Enlightenment and French Revolution.

6. Art Movements of the 18th and 19th Centuries

6.1 **Romanticism**

6.1.1 Understand the characteristics and themes of Romantic art (emotion, imagination, nature).

6.1.2 Analyze the role of Romanticism in the development of modern art.

6.2 **Realism**

6.2.1 Understand the characteristics and themes of Realist art (everyday life, accuracy).

6.2.2 Analyze the role of Realism in the development of modern art.

6.3 **Cubism**

6.3.1 Understand the characteristics and themes of Cubist art (fragmentation, multiple perspectives).
6.3.2 Identify the key artists and their works (Pablo Picasso, Georges Braque).
6.3.3 Analyze the role of Cubism in the development of modern art.

6.4 **Surrealism**

6.4.1 Understand the characteristics and themes of Surrealist art (dream-like imagery, automatism).
6.4.2 Analyze the role of Surrealism in the development of modern art.

6.5 **Impressionism**

6.5.1 Understand the characteristics and themes of Impressionist art (light, color, everyday life).
6.5.2 Analyze the role of Impressionism in the development of modern art.

6.6 **Post-Impressionism**

6.6.1 Understand the characteristics and themes of Post-Impressionist art (distortion, exaggeration).
6.6.2 Identify the key artists and their works (Paul Cézanne, Vincent van Gogh, Paul Gauguin).
6.6.3 Analyze the role of Post-Impressionism in the development of modern art.

7. Modern Art

7.1 **Abstract Expressionism**

7.1.1 Understand the characteristics and themes of Abstract Expressionism (non-representational, gestural).
7.1.2 Analyze the role of Abstract Expressionism in the development of modern art.

7.2 **Pop Art**

7.2.1 Understand the characteristics and themes of Pop Art (popular culture, consumerism).
7.2.2 Analyze the role of Pop Art in challenging traditional fine art.

8. Design Movements

8.1 **Arts and Crafts Movement**

8.1.1 Understand the characteristics and themes of the Arts and Crafts Movement (handmade, craftsmanship).
8.1.2 Identify the key figures and their contributions (William Morris, John Ruskin).
8.1.3 Analyze the role of the Arts and Crafts Movement in shaping modern design.

8.2 **Art Nouveau**

8.2.1 Understand the characteristics and themes of Art Nouveau (organic forms, sinuous lines).
8.2.2 Analyze the role of Art Nouveau in shaping modern design.

8.3 **Art Deco**

8.3.1 Understand the characteristics and themes of Art Deco (geometric forms, luxury).
8.3.2 Analyze the role of Art Deco in shaping modern design.

8.4 **Postmodernism**

8.4. 1 Understand the characteristics and themes of Postmodernism (irony, pastiche, playfulness).

8.4. 2 Identify the key artists and their works (Robert Venturi, Denise Scott Brown).

8.4. 3 Analyze the role of Postmodernism in challenging modernist design.

9. Global Perspectives

9.1 **Art and Design from Diverse Cultures**

9.1.1 Understand the significance of art and design from diverse cultures and regions.

9.1.2 Identify the key characteristics and themes of art and design from different cultures.

9.1.3 Analyze the role of cultural context in shaping art and design.

9.2 **Analyzing Artworks through Various Perspectives**

9.2.1 Understand the importance of analyzing artworks through various perspectives (socio-political, gender, postcolonial).

9.2.2 Identify the key concepts and theories in each perspective.

9.2.3 Analyze artworks using different perspectives.

DTFD-132 Basic Drawing

Total Contact Hours:

Theory: 0

Practical: 204

T	P	C
0	6	2

Learning Outcomes:

- To develop foundational skill in observation, line work, shading, perspective and composition.
- To help students understand the fundamental principles of technical and flat drawing and gain confidence in expressing their ideas visually.
- To encourage creative experimentation and critical thinking to foster artistic growth.

List of Practical: 204 Hrs.

1. Make a sketch by using different drawing mediums (HB pencil and charcoal pencil
2. Practice of different types of shading
   - 2.1 Hatching
   - 2.2 Cross hatching
   - 2.3 Solid shading
   - 2.4 Bracelet shading
   - 2.5 Feathering
   - 2.6 Stippling
3. Development of sketches with different shading techniques
4. Make landscape drawing with any drawing medium
5. Make portrait drawing with any drawing medium
6. Make still life drawing with different objects
   - 6.1 Fruits
   - 6.2 Vegetables
   - 6.3 Bottle
   - 6.4 Glass
   - 6.5 Vase
   - 6.6 Table ware
   - 6.7 Candles

7. Make different illusion drawings
8. Develop technical drawing of garments
9. Develop Flat drawing of garments
10. Make a portfolio with best drawing samples

DTFD-142 Basic Design

Total Contact Hours:

Theory: 34

Practical 102

T	P	C
1	3	2

Learning Outcomes:

- To develop an understanding of the elements and principles of design.
- To develop design and creative solutions according to requirements of industry.
- To lay a strong foundation for future exploration and specialization within the field of design.

Course Contents:

Hours

1. **Introduction to basic design** **2**
   1.1 History of design
2. **Study of design elements** **12**
   2.1 Line and types of line
      2.1.1 Straight line
      2.1.2 Vertical line
      2.1.3 Horizontal line
      2.1.4 Diagonal line
      2.1.5 Zigzag line
      2.1.6 Curved line
   2.2 Shape and types of shape
      2.2.1 Geometrical shapes
      2.2.2 Abstract shapes
      2.2.3 Organic shapes
   2.3 Space and types of space
      2.3.1 Positive space
      2.3.2 Negative space
   2.4 Color Theory and classification of colors
      2.4.1 Primary colors
      2.4.2 Secondary colors
      2.4.3 Tertiary colors
      2.4.4 Neutral colors
      2.4.5 Tints and shades
      2.4.6 Cool colors & warm colors
      2.4.7 Color wheel
      2.4.8 Color scheme
      2.4.9 Monochromatic

2.4.10 Complementary
2.4.11 Split Complementary
2.4.12 Triadic
2.5 Study of form and composition through shapes
2.6 Texture and its different types

3. **Use of mediums in textile and fashion design development** **4**
3.1 Gouache
3.2 Pencil
3.3 Marker
3.4 Pastel
3.5 Poster Colors
3.6 Ink

4. **Study of design principles** **4**
4.1 Balance
4.1.1 Symmetrical Balance
4.1.2 Asymmetrical Balance
4.1.3 Radial
4.2 Proportion
4.3 Rhythm
4.4 Emphasis
4.5 Unity

5. Introduction and Types of Design **4**
5.1 Geometrical design
5.2 Floral design
5.3 Folk design
5.4 Abstract design
5.5 Universal Design

6. Design composition **2**
6.1 Color blocking
6.2 All over design
6.3 Composed design

7. Types of repeats **4**
7.1 Block repeat
7.2 Mirror repeat
7.3 Half drop repeat
7.4 Brick repeat
7.5 Diamond repeat

8. Design Psychology **2**

Recommended books:

- "Design basics" by David A.Lauer and Stephen pentak
- "Interaction of Color" by Josef Albers
- "Sourcing ideas for textile design" 2nd edition by Josephine Steed & Frances Stevenson
- "Textiles and Fashion" 2nd edition by Jenny Udale

DTFD-142 Basic Design

Instructional Objectives:

1. **Describe the concept of design and its use in textile and fashion designing field**
   1.1 Explain the history of design and changes according to trends
2. **Explain design elements and its importance in design development**
   2.1 Describe line, types, expression and use of lines
      2.1.1 Discuss straight line and its use in design
      2.1.2 Discuss vertical line and its use in design
      2.1.3 Discuss horizontal line and its use in design
      2.1.4 Discuss diagonal line and its use in design
      2.1.5 Discuss zigzag line and its use in design
      2.1.6 Discuss curved line and its use in design
   2.2 Describe shape, types and its use according to product
      2.2.1 Discuss geometrical shapes and their use in design development
      2.2.2 Discuss abstract shapes and their use in design development
      2.2.3 Discuss organic shapes and their use in design development
   2.3 Describe space, types and its use according to design requirement
      2.3.1 Discuss about positive space and its use according to design requirement
      2.3.2 Discuss about negative space and its use according to design requirement
   2.4 Explain color theory and classification of colors
      2.4.1 Describe primary colors and their use in design development
      2.4.2 Describe secondary colors and their use in design development
      2.4.3 Describe tertiary colors and their use in design development
      2.4.4 Describe neutral colors and their use in design development
      2.4.5 Describe tints & shades and their use in design development
      2.4.6 Describe cool & warm colors and their use in design development
      2.4.7 Describe color wheel and its use in division of colors
      2.4.8 Describe Color scheme and its use in design development
      2.4.9 Describe monochromatic colors and their use in design development
      2.4.10 Describe complementary colors and their use in design development
      2.4.11 Describe split complementary colors and their use in design development
      2.4.12 Describe triadic colors and their use in design development
   2.5 Discuss about form and composition through shapes for design development
   2.6 Demonstrate texture and its different types to differentiate fabrics look
3. **Explain different mediums used for design development in textile and fashion designing field.**
   3.1 Discuss the use of gouache and its texture
   3.2 Discuss the use of pencil and its texture
   3.3 Discuss the use of marker and its texture
   3.4 Discuss the use of pastel and its texture
   3.5 Discuss the use of poster colors and their texture
   3.6 Discuss the use of Inks and their texture

4. **Explain the design principles and their importance**
   - 4.1 Describe balance and its role in design development
     - 4.1.1 Discuss the symmetrical balance and its importance in design development
     - 4.1.2 Discuss the Asymmetrical balance and its importance in design development
     - 4.1.3 Discuss the radial balance and its importance in design development
   - 4.2 Describe proportion and its role in design development
   - 4.3 Describe rhythm and its role in design develop
   - 4.4 Describe emphasis and its role in design development
   - 4.5 Describe unity and its role in design development
5. **Explain creation of visually pleasing design that aligns with current trends or brand aesthetics, appealing to the target market's preferences.**
   - 5.1 Discuss about introduction and use of geometrical designs
   - 5.2 Discuss about introduction and use of floral designs
   - 5.3 Discuss about introduction and use of folk design
   - 5.4 Discuss about introduction and use of abstract designs
   - 5.5 Discuss about introduction and use of universal designs
6. **Explain the concept of design composition**
   - 6.1 Discuss about introduction, use and importance of color blocking
   - 6.2 Discuss about introduction, use and importance of all over design
   - 6.3 Discuss about introduction, use and importance of universal design
7. **Explain types of repeats and their use in design development**
   - 7.1 Discuss about introduction, use and importance of block repeat
   - 7.2 Discuss about introduction, use and importance of mirror repeat
   - 7.3 Discuss about introduction, use and importance of half drop repeat
   - 7.4 Discuss about introduction, use and importance of brick repeat
   - 7.5 Discuss about introduction, use and importance of diamond repeat
8. **Demonstrate design psychology and its importance to develop the design.**

DTFD-142 Basic Design

List of Practical: 102 Hrs.

1. Draw different lines with their impressions(straight, vertical, horizontal, diagonal, zigzag, curved)
2. Development of geometrical shapes, abstract shapes and organic shapes
3. Development of forms and composition through different shapes
4. Make design with use of lines, shapes, positive space and negative space
5. Make color sheet with primary, secondary, tertiary colors and neutral colors
6. Development of color spectrum with tints & shades
7. Make a color wheel with division of colors
8. Development of geometrical, floral, folk, abstract and universal design patterns through design principles by using different mediums gouache, pencil, marker, pastel, poster colors, inks in textile and fashion design development
9. Development of design composition(Color blocking, all over design, composed design)
10. Development of textile design patterns with block repeat, mirror repeat, half drop repeat. Brick repeat and diamond repeat.
11. Portfolio making with best prepared samples.

DTFD-151 Fashion Photography

Total Contact Hours:

Theory: 0

Practical: 102

T	P	C
0	3	1

Learning Outcomes:

- To train students in capturing, styling, and documenting their fashion and textile work through photography.
- To develop a foundational understanding of DSLR camera controls, composition, and lighting techniques.
- To introduce basic video production skills, enabling students to create social media content, reels, design process videos, and fashion clips.

List of Practical: (102 Hrs)

1. Practical demonstration of camera including identification of different camera parts

2. Practical demonstration of camera handling techniques.

3. Capture 10-15 photos of natural surroundings, focusing on composition and framing.

4. Create unique shadows with objects and capture 5-7 photos, experimenting with angles and lighting.

5. Use manual aperture control to capture photos with blurred backgrounds and analyze depth of field.

6. Shoot in different lighting conditions and adjust ISO settings to analyze light sensitivity and noise.

7. Assist a model in creating a portfolio, capturing a variety of images showcasing their range and versatility.

8. Photograph fashion products (clothing, accessories, shoes) for an e-commerce platform or catalog.

9. Create shapes and patterns with light sources in a dark room or nighttime setting.

10. Divide your frame into thirds and place subjects along lines or intersections for visual balance.

11. Capture the multiple outfits exposures and merge them using HDR software and app.

12. Capture close-up photos of fabric textures, patterns, and details.

13. Arrange fashion products or accessories on a flat background and capture photos from directly above.

14. Style garments on a mannequin and capture photos from different angles.

15. Work with a model to capture full-body and close-up photos with different outfits and poses.

16. Use natural light and outdoor settings to capture fashion photos.

17. Capture photos of flowy garments or fabric using fast shutter speeds.

18. Create low-cost paper or fabric backdrops for styled shoots.

19. Capture photos in black and white, focusing on outfits texture, shape, and drama

20. Capture close-up macro shots of jewellery or accessories.

21. Composition with Fabric Folds and Capture photos of fabric folds, curves, and layering.

22. Create stylized content for social media using props, styling, and composition.

23. Create a digital portfolio of best practical work.

DTFD-162 Basic Pattern Making and Sewing

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- Understand the basics of pattern making and its importance in fashion design.
- Develop skills in creating basic patterns.
- Applying fabric knowledge in garments manufacturing.
- Develop skills of basic sewing.
- Develop problem solving skills in pattern making and sewing

Course Contents — Hours

1. Introduction to Pattern Making — 2
   - 1.1 Overview of Pattern Making and its Importance in Fashion Design
   - 1.2 History of Pattern Making and its Evolution
   - 1.3 Basic Terminologies and Concepts in Pattern Making
   - 1.4 Types of Patterns
     - 1.4.1. Block
     - 1.4.2. Prototype
     - 1.4.3. Production
   - 1.5 Pattern Making Tools and Equipment
2. Basic Pattern Making — 3
   - 2.1 Understanding Body Measurements and Fit
   - 2.2 Taking Accurate Body Measurements
   - 2.3 Create a Basic Block Pattern
     - 2.3.1 Bodice
     - 2.3.2 Skirt
     - 2.3.3 Pant
   - 2.4 Understanding Pattern Block Variations
     - 2.4.1 Sleeve
     - 2.4.2 Collar
3. Pattern Manipulation — 3
   - 3.1 Basic Pattern Manipulation Techniques
     - 3.1.1 Dart Manipulation
     - 3.1.2 Grain Line Adjustment
     - 3.1.3 Seam Adjustment
   - 3.2 Creating Different Styles and Designs using Pattern Manipulation
4. Pattern Development — 3

- 4.1 Creating a Prototype Pattern from a Design Sketch
- 4.2 Adding Design Elements
  - 4.2.1 Collar
  - 4.2.2 Cuff
  - 4.2.3 Pocket
- 4.3 Pattern Grading & Sizing

5. Pattern Making for a Simple Garment 3
6. Introduction to Sewing Fundamentals 2
   - 6.1 Introduction to Different Types of Fabric (Woven, Knitted, Non-Woven)
   - 6.2 Overview of the Sewing Operations
   - 6.3 Basic Sewing Tools
   - 6.4 Safety Precautions
   - 6.5 Introduction to Different Sewing Machines
   - 6.6 Introduction to Different Machine Parts
   - 6.7 Threading of Sewing Machine
   - 6.8 Oiling & Cleaning of Sewing Machine
7. Sewing Exercise on Paper 2
   - 7.1 Straight Lines
   - 7.2 Curves
   - 7.3 Circles
   - 7.4 Squares
   - 7.5 Zigzag
8. Sewing Exercise on Fabric 2
   - 8.1 Straight Lines
   - 8.2 Curves
   - 8.3 Circles
   - 8.4 Squares
   - 8.5 Zigzag
9. Introduction to Seams and Seam Types 4
   - 9.1 Overview of Seams and their importance in garments manufacturing
   - 9.2 Classification of the Seams
     - 11.1.1 Functional
     - 11.1.2 Decorative
     - 11.1.3 Composite
   - 9.3 Factors Influencing Seam Selection
     - 9.3.1 Fabric
     - 9.3.2 Garment Type
     - 9.3.3 Functionality
   - 9.4 Introduction to Functional Seams
     - 9.4.1 Plain Seam
     - 9.4.2 Reinforced Seam
     - 9.4.3 Serge Seam
     - 9.4.4 Zigzag Seam
     - 9.4.5 Stretch Seam

9.4.6 Chain Stitch Seam
9.4.7 Twin Needle Seam
9.5 Introduction to Decorative Seams
11.1.1 French Seam
11.1.2 Welt Seam
11.1.3 Piped Seam
11.1.4 Gathered Seam
11.1.5 Tucked Seam
11.1.6 Ruffled Seam
9.6 Introduction to Composite Seams
9.6.1 Serged and Topstitched Seam
9.6.2 Zigzag and Reinforced Seam
10. Introduction to Collar Construction 1
10.1 Overview of Collar Types
10.2 Flat Collar
10.3 Band Collar
10.4 Peter Pan Collar
10.5 Collar Design and Construction Principles
10.6 Measuring And Fitting Collars
11. Introduction to Plackets and Pockets Construction 2
11.1 Introduction to Different Placket Types
11.1.1 Side Placket
11.1.2 Center Placket
11.1.3 Zipper Placket
11.2 Sleeve Placket Construction
11.3 Cuff Attachment
11.4 Introduction to Different Types of Pockets
11.4.1 Side Pocket
11.4.2 Patch Pocket
11.4.3 Welt Pocket
12. Sewing Components Ladies Garments 2
12.1 Sewing Bodice Components
12.1.1 Front Panel
12.1.2 Back Panel
12.1.3 Sleeves
12.2 Sewing of Other Components
12.2.1 Collars
12.2.2 Cuffs
12.2.3 Pockets
12.3 Sewing Skirt Components
13. Garment Sewing 5
13.1 Sewing a Basic Garment
13.1.1 Ladies Kurta
13.1.2 Ladies Shirt

13.1.3 Skirt

13.1.4 Trouser

13.1.5 Shalwar

Recommended Book:

1. Pattern Making for Fashion Design by Helen Joseph-Armstrong
2. Basic Pattern Skills for Fashion Design by Bernard Zamkoff
3. Sewing in a straight line by Brett Bara
4. The Sewing Bible by Ruth Singer

DTFD-162 Basic Pattern Making and Sewing

Instructional Objectives:

1. Brief Introduction about Pattern Making
   - 1.1. Present an overview of Pattern Making and its Importance in Fashion Design
   - 1.2. Explain history of Pattern Making and its Evolution
   - 1.3. Explain the Basic Terminologies and Concepts in Pattern Making
   - 1.4. Describe the types of Patterns
     - 1.4.1. Block
     - 1.4.2. Prototype
     - 1.4.3. Production
   - 1.5. Explain the Pattern Making Tools and Equipment
2. Explain about the Basic Pattern Making
   - 2.1. Create Understanding Body Measurements and Fit
   - 2.2. Explain how to take Accurate Body Measurements
   - 2.3. Create a Basic Block Pattern
     - 2.3.1. Bodice
     - 2.3.2. Skirt
     - 2.3.3. Pant
   - 2.4. Describe the Pattern Block Variations
     - 2.4.1. Sleeve
     - 2.4.2. Collar
3. Explain Pattern Manipulation
   - 3.1. Explain Basic Pattern Manipulation Techniques
     - 3.1.1. Dart Manipulation
     - 3.1.2. Grain Line Adjustment
     - 3.1.3. Seam Adjustment
   - 3.2. Explain how to create Different Styles and Designs using Pattern Manipulation
4. Explain about Pattern Development
   - 4.1. Explain the creation of a Prototype Pattern from a Design Sketch
   - 4.2. Explain how to Add following Design Elements
     - 4.2.1. Collar
     - 4.2.2. Cuff
     - 4.2.3. Pocket
   - 4.3. Explain Pattern Grading & Sizing
5. Describe the Pattern Making for a Simple Garment
6. Introduce the students about Sewing Fundamentals
   - 6.1. Explain Different Types of Fabric (Woven, Knitted, Non-Woven)
   - 6.2. Present a Overview of the Sewing Operations
   - 6.3. Describe the Basic Sewing Tools
   - 6.4. Explain what are the very necessary Safety Precautions
   - 6.5. Present a introduction about Different Sewing Machines
   - 6.6. Present a introduction about Different Machine Parts
   - 6.7. Explain Threading of Sewing Machine

6.8. Explain Oiling & Cleaning of Sewing Machine

7. Practice Sewing Exercise on Paper
   - 7.1. Straight Lines
   - 7.2. Curves
   - 7.3. Circles
   - 7.4. Squares
   - 7.5. Zigzag
8. Practice Sewing Exercise on Fabric
   - 8.1. Straight Lines
   - 8.2. Curves
   - 8.3. Circles
   - 8.4. Squares
   - 8.5. Zigzag
9. Introduce the students about Seams and Seam Types
   - 9.1. Present a overview of Seams and their importance in garments manufacturing
   - 9.2. Explain the Classification of the Seams
     - 9.2.1. Functional
     - 9.2.2. Decorative
     - 9.2.3. Composite
   - 9.3. Explain the Factors Influencing Seam Selection
     - 9.3.1. Fabric
     - 9.3.2. Garment Type
     - 9.3.3. Functionality
   - 9.4. Explain Functional Seams
     - 9.4.1. Plain Seam
     - 9.4.2. Reinforced Seam
     - 9.4.3. Serge Seam
     - 9.4.4. Zigzag Seam
     - 9.4.5. Stretch Seam
     - 9.4.6. Chain Stitch Seam
     - 9.4.7. Twin Needle Seam
   - 9.5. Explain Decorative Seams
     - 9.5.1. French Seam
     - 9.5.2. Welt Seam
     - 9.5.3. Piped Seam
     - 9.5.4. Gathered Seam
     - 9.5.5. Tucked Seam
     - 9.5.6. Ruffled Seam
   - 9.6. Explain Composite Seams
     - 9.6.1. Serged and Topstitched Seam
     - 9.6.2. Zigzag and Reinforced Seam
10. Describe about the Collar Construction
    - 10.1. Preset a Explain overview of Collar Types
      - 10.1.1. Flat Collar

- 10.1.2. Band Collar
- 10.1.3. Peter Pan Collar
- 10.2. Explain Collar Design and Construction Principles
- 10.3. Explain Measuring And Fitting of Collars

11. Describe about the construction Plackets and Pockets
    - 11.1. Introduction to Different Placket Types
        - 11.1.1. Side Placket
        - 11.1.2. Center Placket
        - 11.1.3. Zipper Placket
    - 11.2. Sleeve Placket Construction
    - 11.3. Cuff Attachment
    - 11.4. Introduction to Different Types of Pockets
        - 11.4.1. Side Pocket
        - 11.4.2. Patch Pocket
        - 11.4.3. Welt Pocket
12. Describe the basic Sewing Components Ladies Garments
    - 12.1. Sewing Bodice Components
        - 12.1.1. Front Panel
        - 12.1.2. Back Panel
        - 12.1.3. Sleeves
    - 12.2. Sewing of Other Components
        - 12.2.1. Collars
        - 12.2.2. Cuffs
        - 12.2.3. Pockets
    - 12.3. Sewing Skirt Components
13. Practice sewing of following garments
    - 13.1. Sewing a Basic Garment
        - 13.1.1. Ladies Kurta
        - 13.1.2. Ladies Shirt
        - 13.1.3. Skirt
        - 13.1.4. Trouser
        - 13.1.5. Shalwar

DTFD-162 Basic Pattern Making and Sewing

List of Practical: 102 Hrs.

1. Identification & Handling of Pattern Making Tools
   (French curve, L-scale, notcher, tracing wheel, measuring tape, etc.)
2. Taking Accurate Body Measurements
   (Bust, waist, hip, shoulder, inseam, sleeve length – live model/mannequin practice)
3. Drafting of the Basic Bodice Block (Front & Back)
4. Drafting of the Basic Skirt Block (Front & Back)
5. Drafting of the Basic Pant Block (Front & Back)
6. Drafting of the Basic Sleeve & Collar Blocks
7. Practice of Pattern Grading & Size Variation
8. Identification & Handling of given piece of the Fabric (Woven, knitted, non-woven)
9. Demonstration of the Sewing Machine & Identification of the Parts
10. Threading, Oiling & Cleaning of the Sewing Machine
11. Sewing Practice on Paper
    (Straight lines, curves, circles, squares, zigzag without thread)
12. Sewing Practice on Fabric
    (Straight lines, curves, zigzag with thread – tension practice)
13. Sewing of the Functional Seams
    (Plain, reinforced, zigzag, overlocked/serged seam, stretch seam)
14. Sewing of the Decorative Seams
    (French seam, welt seam, piped seam, gathered seam, ruffled seam)
15. Mini Project: Making sample swatches of all seams learned (to create a seam portfolio for assessment).
16. Practice Dart Manipulation Techniques
    (Single to double dart, slash & spread, pivot method)
17. Practice adjustments like Grainline, Ease & Seam Allowance
18. Development of Pattern Style Variation
    (Princess seam bodice, A-line skirt, puff sleeve, neckline variations)
19. Prototype Pattern Development from Design Sketch
20. Practice addition of Design Elements (Collar, cuff, pocket)
21. Making of following Collar and its attachment
    (Flat, band, Peter Pan collars – sample practice)
22. Making of Placket (Side, center, zipper placket samples)
23. Making of Sleeve Placket & attachment of Cuff.
24. Making of the Pocket
    (Side pocket, patch pocket, welt pocket)
25. Assemble the Bodice, Sleeve & Skirt Components
    (Joining front & back panels, attaching sleeves, finishing edges)
26. Sewing of the following Garments
    - 26.1. Ladies Kurta
    - 26.2. Ladies Shirt
    - 26.3. Trouser

26.4. Skirt

26.5. Salwar

27. Final Project

Comp-121 Computer Applications

Total Contact Hours:

Theory: 0

Practical: 102

T	P	C
0	3	1

Learning Outcomes:

- Understanding computer concepts and terminologies.
- Developing proficiencies in using different computer applications.
- Developing skills in creating, editing and formatting documents.
- Learning formulas and functions for calculations and data analysis.
- Developing skills in creating an effective presentation.

List of Practical: 102 Hrs.

1. Identification of computer components and accessories
2. Turning on PC, logging in, Customize the desktop, Create and manage files andfolders and shutdown.
3. Installing window operating system on a PC.
4. Installing drivers.
5. Installing Microsoft Office.
6. Creating a document using Template (Microsoft Word).
7. Creating a new document and saving it.
8. Preparation of Letter to the Speaker of Hungarian National Assembly of NewYork.
9. Preparation of Information Gathering Form.
10. Preparation of Curriculum Vitae Structure & Test Structure.
11. Preparation of appointment letter & CV making.
12. Prepare the List of Institute of short courses from TEVTA & Making a this form of college.
13. Preparation of Rent receipt & Cash receipt.
14. Preparation of Writer Cycle & shipping information form.
15. Preparation an article with graphs in one page & School timetable.
16. Prepare a letter for job applying to the CEO of the company & Cover page of acompany.
17. Prepare a content of a book & Timetable for class.
18. Preparation of Organization chart with cycle & Steps of Consumer DecisionMaking.
19. Prepare a pic chart of Global Fashion Hub & prepare a scatter chart with lines andmarkers (any topic).
20. Preparation of Application for applying a job.
21. Preparing bill of material for a customer order.
22. Create a Sales Table Sheet (MS Excel).

2nd Year

AS per Syllabus of BISE from PCTB / / PECTA Book

Eng 242	English-II
Gen 272	Urdu-II
Gen 291	Pakistan Studies
ETH211 / CIV211/TT211	Ethics-II/ Civics-II / Tarjumat-ul-Quran-II

DETAIL OF COURSE CONTENTS

Diploma in Textile and Fashion Design (3 Years course)

2nd Year

DTFD-212 Fabric Formation Techniques

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- To introduce students to fundamental and advanced methods of fabric formation including weaving, knitting, felting, and non-woven.
- To strengthen student skills in handling manual and machine-based fabric construction tools.
- To promote creative application of hand-formed fabrics in design practice.

Course Contents	Hours
1. Introduction & History of Fabric Construction	2
9.1 Definition and significance	
9.2 Ancient Methodology	
9.3 Cultural relevance	
9.4 Evolution of technology	
9.5 Types of fabric structures	
9.6 Fabric vs textile	
2. Yarn Fundamentals	3
2.1 Spinning process	
2.2 Types of yarn twist	
2.3 Yarn count & ply	
3. Introduction to Weaving	1
3.1 Introduction to Fabric construction	
3.2 Warp & weft	
3.3 Interlacement	
3.4 Loom types	
4. Introduction to Weave Designs	8
4.1 Introduction to Basic Weaves (Plain, Twill, Satin, Sateen)	
4.1.1 Structure	
4.1.2 Properties	
4.1.3 Common uses	
4.2 Introduction to Dobby, Complex Weaves	

	4.2.1 Geometric patterns	
	4.2.2 Dobby mechanism	
	4.2.3 Small repeats	
	4.3 Introduction to Jacquard Weaves	
	4.3.1 Large repeats	
	4.3.2 Complex motifs	
	4.3.3 Punch card concept Curves	
	4.3.4 Introduction to Electronic Jacquard	
	4.4 Introduction to Stripes, Checks	
	4.4.1 Color sequencing	
	4.4.2 Weave drafting	
	4.4.3 Planning repeats	
	4.5 Introduction to Pile Weaves	
	4.5.1 Introduction to loop structure	
	4.5.2 Velvet & terry	
	4.5.3 Production complexity	
	4.6 Introduction to Double Cloth & Reversible Fabrics	
	4.6.1 Two-layer weaves	
	4.6.2 Technical aspects	
	4.6.3 Applications	
	4.7 Drafting Weave Structures	
	4.7.1 Graphing methods	
	4.7.2 Lifting plans	
	4.7.3 Color coding	
5.	Introduction to Weaving Defects	2
	5.1 Causes	
	5.2 Identification	
	5.3 Correction methods	
6.	Introduction to Knitting	3
	6.1 Introduction to Weft Knitting Techniques	
	6.1.1 Introduction to Plain, rib, interlock	
	6.1.2 Properties	
	6.1.3 Garment usage	
	6.2 Introduction to Warp Knitting Techniques	
	6.2.1 Introduction to Tricot & Raschel	
	6.2.2 Stability	
	6.2.3 Common applications	
	6.3 Introduction to Crochet & Hand Knitting	
	6.3.1 Tools and yarns	
	6.3.2 Basic structures	
	6.3.3 Decorative uses	
7.	Introduction to Other Fabric Formation Techniques	5
	7.1 Introduction to Non-Woven Fabric Formation	
	7.1.1 Mechanical, thermal, chemical	

7.1.2 End uses	
7.2 Introduction to Wet & Needle Felting	
7.2.1 Wool selection	
7.2.2 Shrinkage factors	
7.2.3 Layering	
7.3 Introduction to Braiding & Lacemaking	
7.3.1 Techniques	
7.3.2 Structure logic	
7.3.3 Contemporary uses	
7.4 Introduction to Netting and Mesh Structures	
7.4.1 Loops and knots	
7.4.2 Application	
7.4.3 Fashion/tech use	
8. Introduction to Green & Sustainable Fabric Formation	2
8.1 Low-impact processes	
8.2 Recycled materials	
8.3 Zero-waste weaving	
9. Fabrics in Fashion	3
9.1 Woven Fabrics in Fashion	
9.1.1 Structure & silhouette	
9.1.2 Weight vs drape	
9.1.3 Creative potential	
9.2 Knitted Fabrics in Fashion	
9.2.1 Stretch & movement	
9.2.2 Fit and form	
9.2.3 Athleisure & casual wear	
9.3 Functional Fabric Design	
9.3.1 Fashion vs utility	
9.3.2 Performance fabrics	
9.3.3 Design factors Garment Sewing	
10. Combining Fabric Formation Techniques	2
10.1 Knit + weave	
10.2 Felt inserts	
10.3 Surface manipulation	
11. Color Usage in Fabric Formation	1
11.1 Warp & weft color interaction	
11.2 Optical effects	
11.3 Stripe planning	
12. Textile Structures in Traditional Crafts	1
12.1 Khaddar, jamawar	
12.2 Handloom heritage	
12.3 Local resources	
13. Innovative Textile Structures	1
13.1 Mixed construction	

13.2 Smart fabrics overview

13.3 Design potential

Recommended Book:

1. Fabric Science – Joseph J. Pizzuto
2. The Art of Weaving – Else Regensteiner

DTFD-212 Fabric Formation Techniques

Instructional Objectives:

1. Briefly Introduce the History of Fabric Construction
   1.1. Definition and significance
   1.2. Ancient Methodology
   1.3. Cultural relevance
   1.4. Evolution of technology
   1.5. Types of fabric structures
   1.6. Fabric vs textile
2. Explain about Yarn Fundamentals
   2.1. Spinning process
   2.2. Types of yarn twist
   2.3. Yarn count & ply
3. Explain the Weaving Process
   3.1. Introduction to Fabric construction
   3.2. Warp & weft
   3.3. Interlacement
   3.4. Loom types
4. Explain Weave Designs
   4.1. Introduce Basic Weaves (Plain, Twill, Satin, Sateen)
      4.1.1. Structure
      4.1.2. Properties
      4.1.3. Common uses
   4.2. Introduce Dobby, Complex Weaves
      4.2.1. Geometric patterns
      4.2.2. Dobby mechanism
      4.2.3. Small repeats
   4.3. Introduce Jacquard Weaves
      4.3.1. Large repeats
      4.3.2. Complex motifs
      4.3.3. Punch card concept Curves
      4.3.4. Introduction to Electronic Jacquard
   4.4. Introduction to Stripes, Checks
      4.4.1. Color sequencing
      4.4.2. Weave drafting
      4.4.3. Planning repeats
   4.5. Introduce Pile Weaves
      4.5.1. Introduction to loop structure
      4.5.2. Velvet & terry
      4.5.3. Production complexity
   4.6. Introduce Double Cloth & Reversible Fabrics

- 4.6.1. Two-layer weaves
- 4.6.2. Technical aspects
- 4.6.3. Applications

4.7. Explain Drafting Weave Structures

- 4.7.1. Graphing methods
- 4.7.2. Lifting plans
- 4.7.3. Color coding

5. Introduce Common Weaving Defects
   - 5.1. Causes
   - 5.2. Identification
   - 5.3. Correction methods
6. Introduce Fabric Formation through Knitting Process
   - 6.1. Introduce about Weft Knitting Techniques
     - 6.1.1. Introduction to Plain, rib, interlock
     - 6.1.2. Properties
     - 6.1.3. Garment usage
   - 6.2. Introduce about Warp Knitting Techniques
     - 6.2.1. Introduction to Tricot & Raschel
     - 6.2.2. Stability
     - 6.2.3. Common applications
   - 6.3. Introduce about Crochet & Hand Knitting
     - 6.3.1. Tools and yarns
     - 6.3.2. Basic structures
     - 6.3.3. Decorative uses
7. Introduce about Other Fabric Formation Techniques
   - 7.1.1. Introduction to Non-Woven Fabric Formation
   - 7.1.2. Mechanical, thermal, chemical
   - 7.1.3. End uses
   - 7.2. Introduce about Wet & Needle Felting
     - 7.2.1. Wool selection
     - 7.2.2. Shrinkage factors
     - 7.2.3. Layering
   - 7.3. Introduce about Braiding & Lacemaking
     - 7.3.1. Techniques
     - 7.3.2. Structure logic
     - 7.3.3. Contemporary uses
   - 7.4. Introduce about Netting and Mesh Structures
     - 7.4.1. Loops and knots
     - 7.4.2. Application
     - 7.4.3. Fashion/tech use
8. Explain Sustainability in Fabric Formation
   - 8.1. Low-impact processes
   - 8.2. Recycled materials
   - 8.3. Zero-waste weaving

9. Explain Different Fabrics in Fashion
    - 9.1. Woven Fabrics in Fashion
        - 9.1.1. Structure & silhouette
        - 9.1.2. Weight vs drape
        - 9.1.3. Creative potential
    - 9.2. Knitted Fabrics in Fashion
        - 9.2.1. Stretch & movement
        - 9.2.2. Fit and form
        - 9.2.3. Athleisure & casual wear
    - 9.3. Functional Fabric Design
        - 9.3.1. Fashion vs utility
        - 9.3.2. Performance fabrics
        - 9.3.3. Design factors Garment Sewing
10. Explain the Impact Combining different Fabric Formation Techniques
    - 10.1. Knit + weave
    - 10.2. Felt inserts
    - 10.3. Surface manipulation
11. Explain the Usage of Colors in Fabric Formation
    - 11.1. Warp & weft color interaction
    - 11.2. Optical effects
    - 11.3. Stripe planning
12. Introduce Textile Structures in Traditional Crafts
    - 12.1. Khaddar, jamawar
    - 12.2. Handloom heritage
    - 12.3. Local resources
13. Briefly introduce the Innovative Textile Structures
    - 13.1. Mixed construction
    - 13.2. Smart fabrics overview Design potential

DTFD-212 Fabric Formation Techniques

List of Practical: 102 Hrs.

1. Analyze the type of given yarn
2. Check the Twist (TPI) & no. of plies in given yarn.
3. Measure warp threads, threading through heddles & Beam warping in manual warping.
4. Threading through heald frames & reed of the loom.
5. Study of shedding motions & Tension adjustment on loom.
6. Analysis of given piece of woven fabric (Warp & Weft Count, End per inch, picks per inch, Weave Design).
7. Analyse the Selvedge types in the give pieces of the fabric.
8. Prepare following weave designs on hand loom.
   - 8.1. Plain Weave
   - 8.2. Twill Weave
   - 8.3. Satin Weave
   - 8.4. Stripes & Checks
   - 8.5. Dobby Designs
   - 8.6. Small motifs
   - 8.7. Counting repeats
   - 8.8. Pattern consistency
   - 8.9. Pile Weave
9. Explore different designs using Textured Yarn (Mix Fibers & Irregular texture).
10. Check the GSM of the given piece of the fabric and compare it with the calculated GSM.
11. Prepare fabric by Free-Form Weaving (Mix yarns/textures, experiment shapes & irregular patterns).
12. Prepare fabric using following hand knitting
    - 12.1. Cast on
    - 12.2. Knit and purl
    - 12.3. Gauge practice
    - 12.4. Rib and Basket Knitting
13. Prepare fabric using following Crochet Techniques
    - 13.1. Chain, double crochet
    - 13.2. Motif making
    - 13.3. Square finishing
14. Prepare fabric using following Netting Techniques
    - 14.1. Knot-based fabric
    - 14.2. Mesh samples
    - 14.3. Functional layout
15. Prepare fabric using following Braiding & Macramé
    - 15.1. Knotting samples
    - 15.2. Surface design
    - 15.3. Use of cords
16. Prepare fabric using following Wet Felting
    - 16.1. Layer fibers

16.2. Soap and agitation
16.3. Shrink evenly
17. Prepare fabric using following Needle Felting
17.1. Form motif
17.2. Apply layers
17.3. Textural control
18. Prepare fabric using Color Blending in Weaves (Gradient planning & Mix colored yarns)
19. Prepare fabric using Double Cloth Weaving
19.1. Two warp sets
19.2. Separate layers
19.3. Open windows
20. Prepare fabric samples using
20.1. Knit + Weave Hybrid Sample (Attach knit to weave, Functional connection & Joint finishing).
21. Final Project

DTFD-222 Dyeing and Printing

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- To acquaint students with the theoretical foundations of dyeing and printing processes in the textile industry.
- To foster an understanding of the principles governing dyeing and printing techniques, emphasizing their importance in textile manufacturing.
- Students will be able to explain the fundamental concepts and principles underlying dyeing and printing processes in the textile industry.
- Students will demonstrate comprehension of various dyeing and printing techniques, their applications, and their significance in textile production.

Course Contents

1. Introduction to Dyeing **2**

1.1. Dyeing technique
1.2. Importance
1.3. Historical background
1.4. Types of dyes
  1.4.1 Natural Dyes
  1.4.2 Synthetic Dyes
1.5. Basic principles of dyeing
  1.5.1 Absorption
  1.5.2 Diffusion
  1.5.3 Fixation

2. Classification of Dyes **2**

2.1. Classification based on chemical structure
  2.1.1Acidic
  2.1.2 Basic
  2.1.3 Direct
  2.1.4 Reactive
2.2. Classification based on application method
  2.2.1Direct
  2.2.2 Vat
  2.2.3 Sulfur
2.3. Properties and characteristics of different dye classes

3. Dyeing Processes **4**

3.1. Types of dyeing processes
- 3.1.1 Exhaust
- 3.1.2 Continuous
- 3.1.3 Semi-continuous
- 3.1.4 Batch

3.2. Factors affecting dyeing process
- 3.2.1 Temperature
- 3.2.2 PH
- 3.2.3 Time
- 3.2.4 Agitation.

4. Color Theory and Color Measurement **2**

4.1. Basics of color theory: hue, value, and chroma
4.2. Color measurement systems: CIE Lab, RGB, CMYK
4.3. Introduction to color matching and color management

5. Fastness Properties **4**

5.1. Color fastness properties
- 5.1.1 Light
- 5.1.2 Washing
- 5.1.3 Rubbing
- 5.1.4 perspiration fastness

5.2. Testing methods for evaluating fastness properties.
5.3. Importance of fastness properties in textile dyeing

6. Environmental Impact of Dyeing **2**

6.1. Overview of environmental issues associated with dyeing processes.
6.2. Introduction to eco-friendly dyeing practices
6.3. Sustainable dyeing initiatives

7. Quality Control in Dyeing **2**

7.1. Importance of quality control in textile dyeing
7.2. Quality control parameters: shade matching, color consistency, and dye penetration
7.3. Techniques for quality control testing

8. Traditional Dyeing Techniques

8.1. Introduction to traditional dyeing techniques
- 8.1.1 Tie & dye
- 8.1.2 Batik dip method

9. Introduction to Textile Fabric Printing **2**

9.1. History of printing
9.2. Importance of printing in the textile industry

10. Printing Methods and Techniques **6**

10.1. Screen printing
10.2. Block printing
10.3. Digital printing
10.4. Understanding printing techniques
10.4.1 Direct printing
10.4.2 Discharge printing
10.4.3 Resist printing

11. Digital Printing **2**

11.1. Introduction to digital textile printing: process, equipment, and software
11.2. Advantages and limitations of digital printing

12. Color Mixing and Matching **2**

12.1. Basics of color theory in textile printing
12.2. Techniques for color mixing and matching
12.3. Importance of color management in textile printing

13. Specialty Printing Techniques **2**

13.1. Introduction to specialty textile printing techniques: discharge printing, flocking, foil printing

Recommended Books:

- Textile Dyeing and Printing Simplified" by Prasanta Sarkar
- Dyeing and Printing: A Textbook for Students" by B. K. Behera
- Principles of Textile Printing" by B. Purushothama
- Basics of Textile Dyeing and Printing" by S. K. Bhattacharya and A. Ghosh

DTFD-222 Dyeing and Printing

Instructional Objectives:

1. Explain the introduction of dyeing techniques used in textile industry

1.1 Describe the concept of dyeing technique
1.2 Describe the importance of dyeing technique in textile and fashion industry
1.3 Describe historical back ground of dye technique
1.4 Demonstrate the types of dyes used in textile and fashion industry
1.4. 1 Describe natural dyes and their use according to end product
1.4. 2 Describe synthetic dyes and their use according to end product
1.5 Explain principles of dyeing techniques used in textile industry
1.5. 1 Describe absorption and its importance
1.5. 2 Describe diffusion and its importance
1.5. 3 Describe fixation and its importance

2. Explain the classification of dyes used dyeing and printing

2.1 Describe classification of dyes based on chemical structure
2.1.1 Describe chemical structure of acidic dyes
2.1.2 Describe chemical structure of basic dyes
2.1.3 Describe chemical structure of direct dyes
2.1.4 Describe chemical structure of reactive dyes
2.2 Describe classification of dyes based on application method
2.2.1 Describe direct dyes and its application method
2.2.2 Describe vat dyes and its application method
2.2.3 Describe sulfur dyes and its application method
2.3 Describe properties and characteristics of different dye classes

3. Explain dyeing processes used in textile and fashion industry

3.1 Describe the types of dyeing processes and their importance
3.1.1 Describe exhaust method and its use according to end product
3.1.2 Describe continuous method and its use according to end product
3.1.3 Describe semi-continuous method and its use according to end product
3.1.4 Describe batch method and its use according to end product
3.2 Elaborate the factors affecting dyeing process
3.2.1 Describe the effect of temperature during dyeing process
3.2.2 Describe the effect of pH during dyeing process
3.2.3 Describe the effect of time during dyeing process
3.2.4 Describe the effect of agitation during dyeing process

4. Explain Color Theory and Color Measurement according to end product

4.1 Describe basics of color theory (hue, value, and chroma)
4.2 Describe Color measurement systems (CIE Lab, RGB, CMYK)
4.3 Describe the concept of color matching and color management

5. Explain Fastness properties of dyes used for dyeing

5.1 Describe the color fastness properties
5.1.1 Describe light fastness and its effect on fabric
5.1.2 Describe washing fastness and its effect on fabric

5.1.3 Describe rubbing fastness and its effect on fabric
5.1.4 Describe perspiration fastness and its effect on fabric
5.2 Describe testing methods for evaluating fastness properties
5.3 Describe importance of fastness properties in textile dyeing

6. Explain environmental impact of dyeing

6.1 Describe environmental issues associated with dyeing processes
6.2 Describe the concept of eco-friendly dyeing
6.3 Describe concept of sustainable dyeing initiatives

7. Explain quality control in dyeing methods

7.1 Describe importance of quality control in textile dyeing
7.2 Describe quality control parameters (shade matching, color consistency, and dye penetration)
7.3 Describe techniques for quality control testing

8. Explain traditional dyeing techniques and their importance in fashion industry

8.1 Describe tie & dye technique and its use in fashion industry
8.2 Describe batik dip method and its use in fashion industry

9. Explain the textile fabric printing techniques and their importance

9.1 Describe history of printing technique
9.2 Describe importance of printing in textile industry

10. Explain printing methods and techniques used in fashion and textile industry

10.1 Describe screen printing and its importance in textile and fashion industry
10.2 Describe block printing and its importance in textile and fashion industry
10.3 Describe digital printing and its importance in textile and fashion industry
10.4 Describe printing techniques used in textile and fashion industry
10.4.1 Describe direct printing and its use according to end product
10.4.2 Describe discharge printing and its use according to end product
10.4.3 Describe resist printing and its use according to end product

11. Explain digital printing technique and its importance in textile and fashion industry

11.1 Demonstrate digital textile printing process, equipment, and software
11.2 Describe advantages and limitations of digital printing

12. Explain color mixing and matching and its impact on printing

12.1 Describe basics of color theory in textile printing and its importance
12.2 Describe techniques for color mixing and matching
12.3 Describe importance of color management in textile printing

13. Explain specialty printing techniques used in textile and fashion industry

13.1 Describe specialty textile printing techniques (discharge printing, flocking, foil printing)

DTFD-222 Dyeing and Printing

List of Practical: 102 Hrs.

1. Research for dyed fabric swatches available in Market.
2. Identification of Bleached, Dyed and Printed Fabrics
3. Identification of Different type to dyed fabrics.
4. Preparation of dye solutions using different types of dyes: Cold Dyes / Hot Dyes.
5. Perform dyeing of Given Swatch of Cotton Fabric using Hot Dyes.
6. Perform dyeing of Given Swatch of Cotton Fabric using Cold Dyes.
7. Perform dyeing of Given Swatch of Polyester Fabric using Hot Dyes.
8. Perform Water Marbling techniques.
9. Perform Foam Marbling techniques.
10. Perform Tie & Dye technique.
11. Different Methods of Tie and their impacts.
12. Perform Batik technique.
13. Assessment of dyeing results: color intensity, color fastness, and uniformity.
14. Testing for colorfastness properties such as lightfastness, wash fastness, and rub fastness.
15. Identification of common dyeing problems and defects: uneven dyeing, streaking, bleeding.
16. Visit to a Dyeing Unit.
17. Prepare a report on last visit & learning Q&A Session
18. Perform screen printing on Fabric: process, materials, and tools.
19. Perform block printing on Fabric: process, materials, and tools.
20. Perform Stencil Printing: process, materials, and tools.
21. Perform Burnout Printing: process, materials, and tools.
22. Research for Printing fabric swatches available in Market.
23. Identification of Different type to Printed fabrics.
24. Identification of common dyeing problems and defects: Misprint, Color Balancing, etc.
25. Perform Hand Printing on Silk Fabric.
26. Visit to a Printing Unit.
27. Prepare a report on last visit & learning Q&A Session
28. Creative use of Dyeing and Printing techniques learned throughout the year.
29. Group or individual projects involving the application of fabric printing techniques learned throughout the course.
30. Portfolio Creation and arrangement of course work.
31. Presentation of work & Display of All Students your Portfolio.

DTFD-232 Fashion Illustrations

Total Contact Hours:

Theory: 34

Practical 102

T	P	C
1	3	2

Learning Outcomes:

- Appreciate the unique considerations and focuses of fashion illustration.
- Sketch the human body in proportions relevant to fashion illustration.
- Conduct quick sketches of clothing items on the human body.

Course Contents: Hours

1. **Introduction to Fashion Illustration** **1**
2. **Concept of croqui in fashion design.** **2**
3. **Study of head theory** **2**
4. **Basic Figure types** **4**
   - 4.1 Tall & thin
   - 4.2 Tall & Heavy
   - 4.3 Short & Thin
   - 4.4 Short & Heavy
5. **Study of different outfit/Garment components** **6**
   - 5.1 Necklines
   - 5.2 Sleeves
   - 5.3 Collars
   - 5.4 Ruffles
   - 5.5 Drapes
   - 5.6 Pleats
   - 5.7 Gathers
6. **Awareness of Body Perspective and Proportion** **2**
7. **Introduction of Fashion Drawing** **1**
8. **Types Of Fashion Drawing** **4**
   - 8.1 Fashion illustration
   - 8.2 fashion sketch

8.3 stylization

8.4 production drawing

9	**Concept of Mind Mapping**	**2**
10	**Concept of Name Board/Title of the collection**	**2**
11	**Concept of client board/Customer profile**	**2**
12	**Study of flat sketches/Design development sheet**	**2**
13	**Fashion Illustration Portfolio**	**4**
13.1	Traditional portfolio	
13.2	Digital Portfolio	

Recommended Book:

- "Fashion Illustration & Design" by Manuela Brambatti.
- "Fashion Illustration,Inspiration & Technique" by Anna Kiper.
- Illustrating Fashion,concept to creation by Steven Stipelman.

DTFD-232 Fashion Illustrations

Instructional Objectives:

1. Introduction to Fashion Illustration
   1.1. Understand the role and importance of fashion illustration in the fashion industry.
   1.2. Identify how illustration communicates design ideas.
2. Concept of Croqui in Fashion Design
   2.1. Define croqui and explain its significance in design sketching.
   2.2. Practice drawing a basic croqui for design purposes.
3. Study of Head Theory
   3.1. Learn head-to-body proportions in fashion drawing.
   3.2. Apply head theory to maintain accurate proportions.
4. Basic Figure Types
   4.1. Understand the variety of body shapes in fashion illustration.
   4.2. Illustrate different figure types to suit diverse designs.
   4.3. Tall & Thin – Practice elongating figures for couture/high-fashion looks.
   4.4. Tall & Heavy – Learn balance and proportion for fuller figures.
   4.5. Short & Thin – Illustrate petite frames.
   4.6. Short & Heavy – Adapt designs for broader/shorter proportions
5. Study of Different Outfit/Garment Components
   5.1. Recognize and draw various garment details and their functions in design.
   5.2. Develop accuracy in illustrating clothing construction elements.
   5.3. Necklines – Identify and illustrate different neckline styles.
   5.4. Sleeves – Draw sleeve variations and their fashion relevance.
   5.5. Collars – Illustrate collars with correct placement and style.
   5.6. Ruffles – Practice sketching decorative fabric treatments.
   5.7. Drapes – Represent fabric flow and draping accurately.
   5.8. Pleats – Illustrate pleats with correct fold directions.
   5.9. Gathers – Show gathered effects with shading and linework.
6. Awareness of Body Perspective and Proportion
   6.1. Apply perspective rules to fashion figures.
   6.2. Develop the skill of drawing figures in motion and different angles.
7. Introduction of Fashion Drawing
   7.1. Differentiate fashion drawing from other forms of art.
   7.2. Understand its function as a communication tool in the design process.

8. Types of Fashion Drawing
    8.1. Fashion Illustration – Create expressive and artistic visuals of garments.
    8.2. Fashion Sketch – Develop quick, rough sketches for idea generation.
    8.3. Stylization – Explore exaggeration for aesthetic emphasis.
    8.4. Production Drawing – Create precise technical drawings for production
9. Concept of Mind Mapping
    9.1. Use mind mapping as a brainstorming tool for design inspiration.
    9.2. Organize ideas visually for collection planning.
10. Concept of Name Board/Title of the Collection
    10.1. Develop skills to title a fashion collection
    10.2. Learn how naming reflects theme, inspiration, and branding.
11. Concept of Client Board/Customer Profile
    11.1. Develop profiles reflecting customer lifestyle, preferences, and needs.
12. Study of Flat Sketches/Design Development Sheet
    12.1. Draw clear design development sheets for production reference.
13. Fashion Illustration Portfolio
    13.1. Compile design works into a professional portfolio.
    13.2. Traditional Portfolio – Prepare hand-drawn/printed work for presentation.
    13.3. Digital Portfolio – Develop digital portfolios using design software.

DTFD-232 Fashion Illustrations

List of Practical: 102 Hrs.

1. Draw basic croqui
2. Drawing of different body parts
   - 2.2 Hands
   - 2.3 Feet
   - 2.4 Hair
3. Draw body Structure according to proportion
4. Draw fashion figures in different poses
5. Coloring different skin tones
6. Draw Components of outfit/Garment
   - 6.2 Necklines
   - 6.3 Sleeves
   - 6.4 Collars
   - 6.5 Drapes
   - 6.6 Pleats
   - 6.7 Gathers
   - 6.8 Ruffles
7. Draw Fashion Illustration With different garment designs
8. Practice of Fashion Drawing
   - 8.2 Fashion Illustration
   - 8.3 Fashion Sketch
   - 8.4 Stylization
   - 8.5 Production Drawing
9. Color rendering different types of garments and textures by using different medium
10. Make Technical Drawings of designed garment
11. Make flat sketches/Design development sheet
12. Make theme-based Fashion Illustration
13. Make Fashion illustration Portfolio

DTFD-241 Draping

Total Contact Hours:

Theory: 0
Practical 102

T	P	C
0	3	1

Learning Outcomes:

- To build foundational skills in garment draping on a dress form.
- To introduce fabric behavior, grainlines, balance, and fit through real-time manipulation.
- To develop design sensibility by exploring silhouettes, volumes, and garment shapes.
- To enable students to translate 3D draped forms into flat patterns.

List of Practical: 102 Hours

1. Introduce mannequin and draping related tools and basic instructions
2. Students will do taping on mannequin with teachers' guideline.
3. Identify fabric grains (straight, cross, bias), Introduction to Muslin Fabric
4. Practically learn different points on mannequin and mark them (CF, CB, side etc)
5. Cut and Drape Basic bodies Front Pattern with pins
6. Cut and Drape Basic bodies Back Pattern with Pins
7. Cut and Drape Basic skirt front Pattern with Pins
8. Cut and Drape Basic skirt back Pattern with Pins
9. Create stuffed sleeve and attach with mannequin
10. Cut and Drape Basic Sleeve Pattern with Pins
11. Do the Process of truing all the Pattern Parts
12. Remove the Pattern part from mannequin trace pattern on new fabric ready for stitching
13. Stitch the Pattern to check the overall look of the garment
14. Do the Dart Manipulation into draping
15. Create Paper Drapings
16. Create Drapings with waste Materials
17. Experiment with different pleats & Tucks
18. Experiments with Ruffles, Godets etc.
19. Drape Jumpsuits or any One-piece garment
20. Fusion of Eastern & Western Draping

DTFD-251 Advance Pattern Making and Sewing

Total Contact Hours:

Theory: 0

Practical 102

T	P	C
0	3	1

Learning Outcomes:

- Define and explain advanced pattern making terminologies, tools, and software
- Explain dart manipulation, contouring, and advanced garment drafting and sewing principles.
- Demonstrate understanding of body measurements, sizing systems, and fitting standards in pattern making and sewing.

List of Practical: 102 Hrs.

1. Scan and digitize a hand-drafted bodice/skirt pattern
2. Clean and adjust pattern in CAD software
3. Sew garment from digitized pattern
4. Draft basic bodice block in CAD software
5. Draft skirt, sleeve, and trouser blocks
6. Print and sew a muslin/toile for fit testing
7. Perform pivot method digitally and test on muslin
8. Apply slash & spread method on digital block
9. Stitch samples showing dart shifts (waist → side, shoulder → armhole)
10. Import drafted blocks into Clo3D/Optitex 3D
11. Simulate garment drape on avatar
12. Compare 3D fit with physical toile sewing
13. Draft and sew princess line bodice
14. Draft and sew A-line skirt & gored skirt
15. Draft and sew flared pants & palazzo pants
16. Draft basic jacket/coat pattern & sample sewing
17. Add ease allowances to bodice/skirt patterns in CAD
18. Apply grading rules for XS–XXL
19. Cut and sew samples of two different sizes for comparison

20. Draft shirt collar in CAD
21. Draft mandarin, shawl, notched, and sailor collars in CAD
22. Sew fabric samples of each collar type and attach to neckline muslin
23. Draft puff sleeve in CAD
24. Draft raglan, kimono, bishop, sleeves in CAD
25. Sew each sleeve variation onto a sample bodice
26. Draft and sew different placket types (shirt, skirt)
27. Draft facings for neckline/armhole
28. Sew a yoke variation in blouse/skirt
29. Sew seam samples with lockstitch
30. Sew seam samples with overlock
31. Sew seam samples with flatlock
32. Attach zipper digitally (center, lapped, invisible)
33. Sew physical zipper samples
34. Sew buttonholes and buttons on fabric samples
35. Attach trims (lace, piping, ribbons)
36. Generate markers in CAD software
37. Compare digital marker with manual layout on fabric
38. Calculate fabric yardage from marker plans
39. Cut fabric for a small garment
40. Check yardage against actual consumption
41. Export digital marker plan in industry formats (DXF, PDF)
42. Provide printed marker for fabric cutting
43. Prepare a tech pack including digital patterns, measurements, and sewing details
44. Cross-check with sewn garment sample
45. Create costing sheet with fabric yardage, trims, and accessories
46. Compare estimated vs. actual cost after sewing one garment
47. Make portfolio with best samples

DTFD-262 CAD/CAM – I

Total Contact Hours:

Theory: 0

Practical 204

T	P	C
0	6	2

Learning Outcomes:

- To build core competency in using Adobe Photoshop for digital design.
- To introduce students to Photoshop tools with a focus on textile (print layout, repeats) and graphic design (branding, mock-ups).
- To train students in creating textile products (shirts, bedsheets) and digital assets (posters, banners, packaging).
- To develop visual presentation skills for both industries.

List of Practical

1. Introduction to Textile CAD Software
   1.1 Hands-on practice with software interface.
   1.2 Setting up design workspace and exploring basic tools.
2. Digitizing a Hand-Drawn Motif
   2.1 Scan or photograph a sketch.
   2.2 Import into CAD software and trace/digitize (vector & raster practice).
3. Creating Digital Motifs from Scratch
   3.1 Use CAD tools to design geometric or floral motifs directly on screen.
   3.2 Save in editable formats.
4. Applying Repeat Techniques
   4.1 Practice straight, half-drop, brick, and mirror repeats.
   4.2 Generate seamless repeat patterns using CAD commands.
5. Designing Pattern Layouts
   5.1 Create all-over, stripe, check, and border layouts.
   5.2 Experiment with balanced and unbalanced compositions.
6. Colorways & Palettes
   6.1 Apply and modify custom color palettes.
   6.2 Produce at least 3 different colorways for one design.

7. Fabric Simulation
    7.1 Apply textures (cotton, silk, denim, etc.) to motifs/patterns.
    7.2 Simulate designs on swatches for presentation.
8. CAD for Weaving
    8.1 Create a basic weave draft.
    8.2 Generate peg plan / lift plan digitally.
    8.3 Experiment with a simple jacquard design.
9. CAD for Printing & Embroidery
    10.1 Prepare a screen-print design (layer separation, registration marks).
    10.2 Digitize a motif for embroidery and apply stitch sequencing.
    10.3 Export in required file format (DST/TIFF).
10. Final Project & Portfolio
    11.1 Develop a complete textile design: motif → repeat → colorways → simulation.
    11.2 Compile designs into a digital portfolio (PDF / presentation).

DETAIL OF COURSE CONTENTS

Diploma in Textile and Fashion Design (3 Years course)

3rd Year

MGM-331 Marketing & Merchandising

Total Contact Hours:

Theory: 34

Practical 0

T	P	C
1	0	1

Learning Outcomes:

- To learn about the principles and concepts of marketing and merchandising.
- Analyze market trends and consumer behavior to develop effective marketing strategies.
- Explore different marketing channels and techniques, including digital marketing, advertising, and branding.
- Learn how to create compelling product displays and merchandise layouts to attract customers.
- Develop skills in market research, product positioning, and pricing strategies.
- To know the role of merchandising in driving sales and enhancing the customer experience.

Course Contents — Hours

1: **Introduction to Marketing** — **4**

1.2 Principles and concepts of marketing

1.3 Marketing segmentation

1.4 Targeting

1.5 Positioning

1.6 Marketing mix (product, price, place, promotion).

2: **Consumer Behavior** — **2**

2.1 Exploring how consumers make decisions

2.2 Factors influencing their choices

2.3 How marketers can understand and influence consumer behavior.

3: **Marketing Research** — **2**

3.1 How to collect and analyze data

3.2 Interpreting data for marketing decisions

4: **Branding** **2**

4.1 Importance of branding

4.2 What is brand equity, brand positioning, and strategies for building and managing strong brands

5: **Types of promotional techniques** **4**

5.1 Advertising

5.2 Sales Promotion

5.3 Public Relations

5.4 Direct Marketing

5.5 Personal Selling

5.6 Content Marketing

5.7 Influencer Marketing

5.8 Guerrilla Marketing

5.9 Sponsorship

5.10 Word of Mouth

6: **Retail Management** **4**

6.1 Financial aspects of retail business

6.2 Inventory Management

6.3 What is customer service.

7: **Digital Marketing** **4**

7.1 What are the principles of e-commerce

7.2 What is online retailing

7.3 What are digital marketing strategies

8: **Supply Chain Management** **2**

8.1 Introduction to supply chain management

8.2 Supply chain design (networking, facility location and capacity planning)

8.3 Demand Planning and forecasting

8.4 Production planning

8.5 Logistics and Transportation

8.6 Distribution

8.7 Supply Chain Risk Management

9: **Sales Management** **4**

9.1 Sales techniques

9.2 Sales force management

9.3 Customer relationship management (CRM), and sales performance evaluation

10: **Visual Merchandising**

10.1 Product presentation

10.2 Store/outlet Presentation

10.3 Window Displays

10.4 Exhibitions and Fashion Shows

10.5 visit to see visual merchandising examples

11: **International Marketing and Merchandising** **6**

11.1 Exploring the challenges of marketing and merchandising in global context

11.2 What are cultural and climatic differences

11.3 Global marketing campaigns.

11.4 knowing about national and international marketing companies

Recommended Books:

1. Marketing and merchandising Paperback – August 31, 2012 by Ralph Starr Butler (Author), John Bayly Swinney (Author)
2. Buying and **merchandising b**y Marketing Education Resource Center. Distributive Education Clubs of America.

MGM-331 Marketing and Merchandising

Instructional Objectives:

1: Introduction to Marketing

1.1.1 Define marketing and its importance in business.
1.1.2 Understand the role of marketing in creating customer value.
1.1.3 Identify the key elements of the marketing process.

1.2 Principles and Concepts of Marketing

1.2.1 Explain the core principles of marketing, including customer needs, wants, and demands.
1.2.2 Understand the marketing concept and its significance.
1.2.3 Identify the different marketing orientations (production, product, selling, marketing).

1.3 Marketing Segmentation

1.3.1 Define market segmentation and its benefits.
1.3.2 Identify the different types of market segmentation (demographic, geographic, psychographic, behavioral).
1.3.3 Understand how to segment a market effectively.

1.4 Targeting

1.4.1 Define targeting and its importance in marketing.
1.4.2 Understand the different targeting strategies (undifferentiated, differentiated, concentrated).
1.4.3 Identify the criteria for selecting target markets.

1.5 Positioning

1.5. 1 Define positioning and its role in marketing.
1.5. 2 Understand the different positioning strategies (attribute, benefit, user, competitor).
1.5. 3 Identify the importance of positioning in creating a unique market identity.

1.6 Marketing Mix (4Ps)

1.6.1 Define the marketing mix and its elements (product, price, place, promotion).
1.6.2 Understand the role of each element in the marketing mix.
1.6.3 Identify how to apply the marketing mix in different marketing contexts.

2. Consumer Behavior

Understand the importance of consumer behavior in marketing.

Identify the different types of consumer behavior (routine, limited, extensive).

2.1 Exploring How Consumers Make Decisions

2.1.1 Explain the consumer decision-making process (need recognition, information search, evaluation, purchase, post-purchase).
2.1.2 Understand the role of cognitive biases and heuristics in consumer decision-making.

2.2 **Factors Influencing Their Choices**

2.2.1 Identify the internal factors influencing consumer behavior (motivation, perception, learning, personality, attitudes).
2.2.2 Understand the external factors influencing consumer behavior (culture, social class, reference groups, family).

2.3 **How Marketers Can Understand and Influence Consumer Behavior**

2.3.1 Explain the importance of understanding consumer behavior for effective marketing.
2.3.2 Identify the strategies marketers use to influence consumer behavior (segmentation, targeting, positioning, branding).
2.3.3 Understand the role of marketing research in understanding consumer behavior.

3: Marketing Research

3.1 **How to Collect and Analyze Data**

3.1.1 Understand the different types of marketing research (exploratory, descriptive, causal).
3.1.2 Identify the various methods of data collection (surveys, focus groups, interviews, observations).
3.1.3 Learn how to analyze data using statistical techniques and data visualization tools.

3.2 **Interpreting Data for Marketing Decisions**

3.2.1 Understand how to interpret research findings and draw meaningful conclusions.
3.2.2 Learn how to apply research insights to marketing decisions (segmentation, targeting, positioning).
3.2.3 Identify the importance of research in reducing uncertainty and improving marketing performance.

4: Branding

4.1 **Importance of Branding**

4.1.1 Understand the definition and importance of branding.
4.1.2 Identify the benefits of strong branding (customer loyalty, premium pricing, competitive advantage).
4.1.3 Recognize the role of branding in building customer relationships.

4.2 **Brand Equity, Brand Positioning, and Strategies**

4.2.1 Define brand equity and its components (brand awareness, perceived quality, brand associations).

4.2.2 Understand brand positioning and its importance in differentiating a brand.
4.2.3 Learn strategies for building and managing strong brands (brand identity, brand image, brand architecture).

5: Types of Promotional Techniques

Understand the different types of promotional techniques used in marketing.

Identify the strengths and weaknesses of each promotional technique.

5.1 Advertising

5.1.1 Define advertising and its role in marketing.
5.1.2 Understand the different types of advertising (print, digital, broadcast).
5.1.3 Identify the key elements of effective advertising (message, medium, target audience).

5.2 Sales Promotion

5.2.1 Define sales promotion and its objectives (increase sales, drive traffic).
5.2.2 Understand the different types of sales promotions (discounts, contests, loyalty programs).
5.2.3 Identify the benefits and limitations of sales promotion.

5.3 Public Relations

5.3.1 Define public relations and its role in marketing.
5.3.2 Understand the different types of public relations (media relations, crisis communications).
5.3.3 Identify the benefits of public relations (build credibility, manage reputation).

5.4 Direct Marketing

5.4.1 Define direct marketing and its objectives (generate leads, drive sales).
5.4.2 Understand the different types of direct marketing (email, telemarketing, direct mail).
5.4.3 Identify the benefits and challenges of direct marketing.

5.5 Personal Selling

5.5.1 Define personal selling and its role in marketing.
5.5.2 Understand the different types of personal selling (face-to-face, phone sales).
5.5.3 Identify the benefits and challenges of personal selling.

5.6 Content Marketing

5.6.1 Define content marketing and its objectives (build trust, generate leads).

6: Retail Management

Understand Retail Management including all relevant aspects.

6.1 **Financial Aspects of Retail Business**

6.1.1 Understand the financial aspects of retail business, including revenue streams and cost structures.
6.1.2 Identify key financial metrics for retail businesses, such as gross margin and inventory turnover.w`a`2Az- Analyze the impact of financial decisions on retail business performance.

6.2 **Inventory Management**

6.2.1 Understand the importance of inventory management in retail.
6.2.2 Identify the different types of inventory management systems (periodic, perpetual).
6.2.3 Learn how to optimize inventory levels and minimize stockouts and overstocking.

6.3 **Customer Service**

6.3.1 Understand the importance of customer service in retail.
6.3.2 Identify the key elements of good customer service (responsiveness, empathy, resolution).
6.3.3 Learn how to measure and improve customer satisfaction.

7 Digital Marketing

Learn the role of digital marketing to sell any product

7.1 **Principles of E-commerce**

7.1.1 Understand the principles of e-commerce, including online business models and payment systems.
7.1.2 Identify the benefits and challenges of e-commerce.
7.1.3 Analyze the impact of e-commerce on traditional retail businesses.

7.2 **Online Retailing**

7.2.1 Understand the concept of online retailing and its growth.
7.2.2 Identify the key features of online retailing (product presentation, payment gateways).
7.2.3 Learn how to create an effective online retail strategy.

8 Supply Chain Management

Understand following points as a part of marketing

8.1 **Introduction to Supply Chain Management**

8.1.1 Understand the definition and importance of supply chain management.
8.1.2 Identify the key components of a supply chain (suppliers, manufacturers, distributors, customers).
8.1.3 Analyze the benefits of effective supply chain management.

8.2 **Supply Chain Design**

8.2.1 Understand the importance of supply chain design.

8.2.2 Identify the key elements of supply chain design (networking, facility location, capacity planning).
8.2.3 Learn how to optimize supply chain design for efficiency and effectiveness.

8.3 **Demand Planning and Forecasting**

8.3.1 Understand the importance of demand planning and forecasting.
8.3.2 Identify the different methods of demand forecasting (qualitative, quantitative).
8.3.3 Learn how to develop accurate demand forecasts.

8.4 **Production Planning**

8.4. 1 Understand the importance of production planning.
8.4. 2 Identify the different types of production planning (make-to-order, make-to-stock).
8.4. 3 Learn how to develop effective production plans.

8.5 **Logistics and Transportation**

8.5.1 Understand the importance of logistics and transportation in supply chain management.
8.5.2 Identify the different modes of transportation (road, rail, air, sea).
8.5.3 Learn how to optimize logistics and transportation operations.

8.6 **Distribution**

8.6.1 Understand the importance of distribution in supply chain management.
8.6.2 Identify the different types of distribution channels (direct, indirect).
8.6.3 Learn how to manage distribution networks effectively.

8.7 **Supply Chain Risk Management**

8.7. 1 Understand the importance of supply chain risk management.
8.7. 2 Identify the different types of supply chain risks (supply, demand, operational).
8.7. 3 Learn how to mitigate supply chain risks.

9 Sales Management

Learn how to manage sales by focusing on following points

9.1 **Sales Techniques**

9.1.1 Understand the different sales techniques (consultative selling, relationship selling).
9.1.2 Identify the key elements of effective sales techniques (prospecting, needs assessment, presentation).
9.1.3 Learn how to develop effective sales strategies.

9.2 **Sales Force Management**

9.2.1 Understand the importance of sales force management.
9.2.2 Identify the key elements of sales force management (recruitment, training, motivation).
9.2.3 Learn how to manage sales teams effectively.

9.3 **Customer Relationship Management (CRM)**

9.3.1 Understand the importance of CRM in sales management.
9.3.2 Identify the key features of CRM systems (contact management, sales tracking).
9.3.3 Learn how to use CRM systems to improve sales performance.
9.3.4 Understand the importance of sales performance evaluation.
9.3.5 Identify the key metrics for evaluating sales performance (sales revenue, sales growth).
9.3.6 Learn how to use sales performance data to improve sales strategies.

10 Visual Merchandising

Learn how to visually merchandise your product

10.1 **Product Presentation**

10.1.1 Understand the importance of product presentation in retail.
10.1.2 Identify the key elements of effective product presentation (display, lighting, signage).
10.1.3 Learn how to create visually appealing product displays.

10.2 **Store/Outlet Presentation**

10.2.1 Understand the importance of store presentation in retail.
10.2.2 Identify the key elements of effective store presentation (layout, ambiance, décor).
10.2.3 Learn how to create an inviting store atmosphere.

10.3 **Window Displays**

10.3.1 Understand the importance of window displays in retail.
10.3.2 Identify the key elements of effective window displays (theme, visual appeal, branding).
10.3.3 Learn how to create eye-catching window displays.

10.4 **Exhibitions and Fashion Shows**

10.4.1 Understand the role of exhibitions and fashion shows in visual merchandising.
10.4.2 Identify the key elements of successful exhibitions and fashion shows (theme, design, execution).
10.4.3 Learn how to create impactful exhibitions and fashion shows.

10.5 **Visit to See Visual Merchandising Examples**

10.5.1 Observe and analyze visual merchandising techniques in real-world settings.
10.5.2 Identify best practices and areas for improvement.

11 International Marketing and Merchandising

Learn how marketing is being done at global level.

11.1 **Exploring the Challenges of Marketing and Merchandising in Global Context**

11.1.1 Understand the challenges of marketing and merchandising in a global context.

11.1.2 Identify the key differences between domestic and international marketing.

11.2 **Cultural and Climatic Differences**

11.2.1 Understand the impact of cultural and climatic differences on marketing and merchandising.
11.2.2 Identify the importance of cultural sensitivity and adaptation.

11.3 **Global Marketing Campaigns**

11.3.1 Understand the key elements of global marketing campaigns.
11.3.2 Identify the benefits and challenges of global marketing campaigns.

11.4 **National and International Marketing Companies**

11.4.1 Understand the differences between national and international marketing companies.
11.4.2 Identify the key characteristics of successful global marketing companies.

MGM-361 Communication Skills

Total Contact Hours:

Theory: 34

Practical: 0

T	P	C
1	0	1

Learning Outcomes:

1. Learn Effective Verbal and Non-Verbal Communication.
2. Improvement in Writing Skills.
3. Development of Interpersonal Skills.
4. Learning of Presentation Skills.
5. Interviewing Skills

Course Contents	Hours
1. Introduction to Communication	3
1.1. Definition of Communication & Effective Communication	
1.2. Importance of Communication	
1.3. Dimensions of Human Communication	
1.4. Types of Communications	
1.4.1. Verbal	
1.4.2. Non-Verbal	
1.4.3. Writing	
1.4.4. Visual	
2. Process and Components of Communication	3
2.1. Process of Effective Communication	
2.2. Components of the Process of Communication	
2.3. Definition and Purposes of a Message	
2.4. Circular Process of Communication	
2.5. Areas of Human Communication Media	
2.6. Difference between verbal and non-verbal modes of communication	
3. Effective Verbal Communication	6
3.1. Oral Communication	
3.1.1. Principles of Effective Speaking (Clarity, Concision, Confidence)	
3.1.2. Voice and Tone Management	
3.1.3. Art of Conversation and Dialogue	
3.1.4. Basics of Public Speaking	
3.2. Written Communication	
3.2.1. Principles of Effective Speaking (Clarity, Concision, Coherence)	
3.2.2. Grammer and Punctuation Review	
3.2.3. Email Etiquette and Digital Communication	
3.2.4. Report Writing and Business Communication	

4. Non-Verbal Communication	4
4.1. Body Language	
4.2. Facial Expressions	
4.3. Eye Contact	
4.4. Physical gestures	
4.5. Touching behavior	
4.6. Paralanguage aspects	
4.7. Personal Space	
4.8. Artifacts	
4.9. Environment	
5. Presentation Skills	4
5.1. Introduction to Oral Presentation Skills	
5.2. Types of Oral Presentations	
5.2.1. Extemporaneous	
5.2.2. Reading	
5.2.3. Memorization	
5.2.4. Impromptu	
5.3. Steps for preparing Effective Presentation	
5.4. Group Presentation activity	3
6. Interpersonal Communication	
6.1. Building Relationships and Trust	
6.2. Active Listening and Empathy	
6.3. Conflict Resolution and Negotiation	
7. Communication in Teams and Groups	3
7.1. Team Dynamics and Role	
7.2. Collaborative Communication and Decision Making	
7.3. Leadership and Facilitation Skills	
8. Communication in Digital Age	4
8.1. Social Media and Online Communication	
8.2. Email and Text Messaging Etiquette	
8.3. Virtual Meetings and Remote Communication	
8.4. Digital Citizenship and Ethics	
9. Interview	4
9.1. Classification of Interviews	
9.2. Skills Required for an Interview	
9.3. Interview Strategies	
9.4. Interview Activity	

Recommended Book:

1. Communication: Leader's guide to step by step effective communication By Paul L. Gerhardt (2019)
2. Effective Communication Skills By Dale King (2019)
3. Effective Business Communication By Murphy A, Herta (2009)

MGM-361 Communication Skills

Instructional Objectives:

1. Briefly Introduction to Communication
   - 1.1. Define of Communication & Effective Communication
   - 1.2. Explain Importance of Communication
   - 1.3. Explain the Dimensions of Human Communication
   - 1.4. Narrate the following Types of Communications
     - 1.4.1. Verbal
     - 1.4.2. Non-Verbal
     - 1.4.3. Writing
     - 1.4.4. Visual
2. Describe the Process and Components of Communication
   - 2.1. Explain the Process of Effective Communication
   - 2.2. Describe the Components of the Process of Communication
   - 2.3. Define Message and explain the Purposes of a Message
   - 2.4. Explain Circular Process of Communication
   - 2.5. Explain What are the Areas of Human Communication Media
   - 2.6. Explain Difference between verbal and non-verbal modes of communication
3. Effective Verbal Communication
   - 3.1. Oral Communication
     - 3.1.1. Explain the Principles of Effective Speaking (Clarity, Concision, Confidence)
     - 3.1.2. Explain Voice and Tone Management
     - 3.1.3. Describe the Art of Conversation and Dialogue
     - 3.1.4. Narrate the Basics of Public Speaking
   - 3.2. Written Communication
     - 3.2.1. Explain the Principles of Effective Speaking (Clarity, Concision, Coherence)
     - 3.2.2. Teach the Grammer and Punctuation for the Revision of the Students
     - 3.2.3. Narrate the Email Etiquette and Digital Communication
     - 3.2.4. Explain about Report Writing and Business Communication
4. Explain the Non-Verbal Communication keeping in view the following necessary elements
   - 4.1. Body Language
   - 4.2. Facial Expressions
   - 4.3. Eye Contact
   - 4.4. Physical gestures
   - 4.5. Touching behavior
   - 4.6. Paralanguage aspects
   - 4.7. Personal Space
   - 4.8. Artifacts
   - 4.9. Environment
5. Presentation Skills
   - 5.1. Introduce the Oral Presentation Skills
   - 5.2. Explain the following Types of Oral Presentations

- 5.2.1. Extemporaneous
- 5.2.2. Reading
- 5.2.3. Memorization
- 5.2.4. Impromptu

5.3. Describe the Steps for preparing Effective Presentation
5.4. Group Presentation activity

6. Interpersonal Communication
   6.1. Explain about the Building of Relationships and Trust
   6.2. Describe Active Listening and Empathy
   6.3. Explain about Conflict Resolution and Negotiation
7. Communication in Teams and Groups
   7.1. Describe Team Dynamics and Role
   7.2. Describe about Collaborative Communication and Decision Making
   7.3. Explain Leadership and Facilitation Skills
8. Communication in Digital Age
   8.1. Explain about Social Media and Online Communication
   8.2. Explain What are Email and Text Messaging Etiquette
   8.3. Explain the different ways of Virtual Meetings and Remote Communication
   8.4. Describe Digital Citizenship and Ethics
9. Interview
   9.1. Describe the Classification of interviews
   9.2. Explain the Skills required for an interview
   9.3. Explain Different Interview strategies
   9.4. Interview activity

MGM-342 Entrepreneurship & Freelancing

Total Contact Hours:

Theoretical: 64 hours

Practical: 0 hours

T	P	C
2	0	2

Learning Outcomes:

1. To empower Fashion and Textile Design students to explore self-employment and freelancing careers.
2. To teach the fundamentals of launching creative products or services through business planning.
3. To guide students in setting up online profiles, marketing their skills, and managing clients or sales.
4. To foster real-world entrepreneurial thinking with a focus on design-based services or product brands.

Course Contents	Hours
1. **Introduction to Creative Entrepreneurship**	**02**
1.1. Overview of entrepreneurship in fashion/textiles	
2. Understanding the Fashion/Textile Market	**02**
2.1. Market gaps, trends, and opportunities	
3. Entrepreneur vs. Freelancer	**06**
3.1. Definitions, similarities & differences	
3.2. Types of Freelancers	
3.2.1. Illustrator	
3.2.2. Pattern Maker	
3.2.3. Merchandiser	
3.2.4. Surface Designer	
4. Ideation	**04**
4.1. Finding Your Niche	
4.1.1. Product or service idea generation (fashion/textile)	
4.2. Identifying Your Customer 2	
4.2.1. Target audience and client profiling	
4.3. Building a Unique Selling Proposition (USP)	
5. Case Studies	**04**
5.1. Successful Fashion Startups	
5.1.1. Local/international fashion brand stories	
5.2. Textile-Based Ventures	
5.2.1. Block print studios, embroidery brands, eco-startups	
6. Portfolio Building for Designers	**04**
6.1.1. Showcase projects (Digital & Physical)	

7. Digital Literacy **06**

7.1. Freelancing Platforms Overview

7.1.1. Fiverr

7.1.2. Upwork

7.1.3. Freelancer

7.1.4. Behance

7.2. Gig Writing & Freelance Packages

7.2.1. Writing gig titles

7.2.2. Service Descriptions

7.3. Creating an Online Storefront

7.3.1. Etsy, Instagram shop, Daraz & Gumroad

8. Branding **02**

8.1. Basics

8.1.1. Name, logo, tagline, tone, color palette

8.2. Personal Branding for Designers

8.2.1. Styling your own identity and online presence

9. Introduction to Business Plans **12**

9.1. Key components for fashion/textile startups

9.2. Writing a Business Bio & Profile

9.2.1. "About Me" and introduction writing

9.3. Legal Basics

9.3.1. Copyright, plagiarism, contracts, licensing designs

9.4. Fashion Law Essentials

9.4.1. Labelling laws, customer rights, usage rights

9.5. Fashion Startup Plan Structure

9.5.1. Vision, mission, customer, product, price

9.6. Communication Skills for Clients

9.6.1. Email, chat, meetings, negotiations

9.7. Writing a Proposal or Quotation

9.7.1. professional respond to client inquiries

9.8. Pricing Strategies

9.8.1. Costing fashion/textile work, Pricing models

9.9. Invoicing & Payment

9.9.1. Freelance invoicing, receiving payments online

9.10. Time Management & Workflow

9.10.1. Balancing projects and managing deadlines

9.11. Customer Feedback & Revisions

9.11.1. Handling negative feedback & edits professionally

10. Productivity Tools & Freelance Platforms **04**

10.1. Trello, Canva, Google Drive, Notion, Zoom

11. Financial Literacy **02**

11.1. Budgets, income tracking, saving as a freelancer

12. Sourcing Materials or Tools **02**

12.1. Suppliers, printers, packaging vendors

13. Packaging & Delivery	**02**
13.1. Finishing, labelling, packaging, shipping	
14. Social Media for Creatives	**02**
14.1. Instagram, Pinterest, YouTube, Facebook	
15. C**ontent Strategy & Storytelling**	**02**
15.1. Sharing your brand journey creatively	
16. Launching a Service or Product	**02**
16.1. Steps to go live as a freelancer or seller	
17. Building Repeat Clients	**02**
17.1. Retaining freelance or business clients	
18. Final Project Planning	**02**
18.1. Business or freelance idea summary	
19. Final Presentation & Pitch	**02**
19.1. Idea presentation or profile walkthrough	

Recommended Book:

- Start Your Own Fashion Label – Toby Meadows
- Rich dad poor dad (for motivation)

MGM-342 Entrepreneurship & Freelancing

Instructional Objectives:

1. Introduce the students to Creative Entrepreneurship
   1.1. Overview of entrepreneurship in fashion/textiles
2. Create a understanding of the Fashion/Textile Market
   2.1. Market gaps, trends, and opportunities
3. Explain Entrepreneur and Freelancer
   3.1. Definitions, similarities & differences
   3.2. Types of Freelancers
      3.2.1. Illustrator
      3.2.2. Pattern Maker
      3.2.3. Merchandiser
      3.2.4. Surface Designer
4. Briefly explain about Ideation
   4.1. Finding Your Niche
      4.1.1. Product or service idea generation (fashion/textile)
   4.2. Identifying Your Customer
      4.2.1. Target audience and client profiling
   4.3. Building a Unique Selling Proposition (USP)
5. Assign Case Studies to the students
   5.1. Successful Fashion Startups
      5.1.1. Local/international fashion brand stories
   5.2. Textile-Based Ventures
      5.2.1. Block print studios, embroidery brands, eco-startups
6. Explain how to build Portfolio for Designers
   6.1. Showcase projects (Digital & Physical)
7. Develop online competencies of the students through
   7.1. Freelancing Platforms Overview
      7.1.1. Fiverr
      7.1.2. Upwork
      7.1.3. Freelancer
      7.1.4. Behance
   7.2. Gig Writing & Freelance Packages
      7.2.1. Writing gig titles
      7.2.2. Service Descriptions
   7.3. Creating an Online Storefront
      7.3.1. Etsy, Instagram shop, Daraz & Gumroad
8. Expain students about Basics of the Branding and personal branding.
   8.1. Basics
      8.1.1. Name, logo, tagline, tone, color palette
   8.2. Personal Branding for Designers
      8.2.1. Styling your own identity and online presence

9. Introduction to Business Plans
    9.1. Key components for fashion/textile startups
    9.2. Writing a Business Bio & Profile
        9.2.1. "About Me" and introduction writing
    9.3. Legal Basics
        9.3.1. Copyright, plagiarism, contracts, licensing designs
    9.4. Fashion Law Essentials
        9.4.1. Labelling laws, customer rights, usage rights
    9.5. Fashion Startup Plan Structure
        9.5.1. Vision, mission, customer, product, price
    9.6. Communication Skills for Clients
        9.6.1. Email, chat, meetings, negotiations
    9.7. Writing a Proposal or Quotation
        9.7.1. professional respond to client inquiries
    9.8. Pricing Strategies
        9.8.1. Costing fashion/textile work, Pricing models
    9.9. Invoicing & Payment
        9.9.1. Freelance invoicing, receiving payments online
    9.10. Time Management & Workflow
        9.10.1. Balancing projects and managing deadlines
    9.11. Customer Feedback & Revisions
        9.11.1. Handling negative feedback & edits professionally
10. Explain about the Productivity Tools & Freelance Platforms
    10.1. Trello, Canva, Google Drive, Notion, Zoom
11. Explain the following terminologies and concepts of the Financial Management
    11.1. Budgets, income tracking, saving as a freelancer
12. Create understanding of the Material Sourcing and other Tools
    12.1. Suppliers, printers, packaging vendors
13. Explain about Packaging & Delivery
    13.1. Finishing, labelling, packaging, shipping
14. Explain the role importance of Social Media for Creatives
    14.1. Instagram, Pinterest, YouTube, Facebook
15. Explain about Content Strategy & Storytelling
    15.1. Sharing your brand journey creatively
16. Explain the steps to Launching a Service or Product
    16.1. Steps to go live as a freelancer or seller
17. Explain how to Build a Repeat Clients
    17.1. Retaining freelance or business clients
18. Final Project Planning
    18.1. Business or freelance idea summary
19. Final Presentation & Pitch
    19.1. Idea presentation or profile walkthrough

DTFD-312 Embellishment Techniques

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- To understand the concept of embellishment and significance of embellishment in textiles and fashion
- To explore the effects of surface decoration on texture, form, and visual appeal of garments or textile products
- To explore the traditional and cultural roots of embellishment in various regions of the world
- To promote upcycling and creative reuse through embellishment techniques

Course Contents: **Hours**

1. Introduction to Embellishment **4**

1.1 Definition and significance of embellishment

1.2 Historical evolution of embellishment in fashion

1.3 Surface ornamentation purposes and impact

2. Hand Embroidery Techniques **6**

2.1 Basic hand Embroidery Stitches

- 2.1.1 Running Stitch
- 2.1.2 Satin Stitch
- 2.1.3 Chain Stitch
- 2.1.4 French Knot

2.2 Regional/Traditional Embroidery Styles

- 2.2.1 Chikankari
- 2.2.2 Phulkari
- 2.2.3 Zardozi

2.3 Thread types and fabric suitability

2.4 Motif development and Placement

3. Applique and Patchwork **6**

3.1 Types of Applique

- 3.1.1 Flat Applique
- 3.1.2 Reverse Applique
- 3.1.3 3D Applique

3.2 Patchwork Techniques

3.3 Combining patchwork with embroidery

4. Beadwork and types of embellishment material **4**

4.1 Beads (Tube, Seed, Bugle)
4.2 Mirrors
4.3 Sequins
4.4 Stones
4.5 Crystals
4.6 Design planning of embellished garments for traditional and couture fashion

5. Fabric Manipulation Techniques **6**

5.1 Smocking
- 5.1.1 English Smoking
- 5.1.2 American Smoking
- 5.1.3 Canadian Smoking

5.2 Pleating
- 5.2.1 Box Pleats
- 5.2.2 Knife Pleats
- 5.2.3 Accordion Pleats

5.3 Tucks and gathers

6. Machine Embellishment Techniques **6**

6.1 Machine Embroidery Basics
- 6.1.1 Lock Stitches
  - 6.1.1.1 Running Stitch
  - 6.1.1.2 Satin Stitch
  - 6.1.1.3 Fill Stitch
  - 6.1.1.4 Zigzag Stitch
- 6.1.2 Chain Stitches
  - 6.1.2.1 Chain Stitch
  - 6.1.2.2 Lazy Daisy Stitch

6.2 Digital Embroidery Introduction
6.3 Quilting
- 6.3.1 Straight-line Quilting
- 6.3.2 Free-Motion Quilting

7. Sustainability in Embellishment **2**

7.1 Recycled Embellishment
7.2 Upcycling of embellished garments

Recommended Book:

- "Embroidery Techniques" by Pauline Brown
- "The Art of Manipulating Fabric" by Colette Wolff
- "Beads & Braids" by Jacqui Carey

DTFD-312 Embellishment Techniques

Instructional Objectives:

1. Describe the concept of Embellishment and its different techniques
   1.1 Define the embellishment and explain its significance in textile and fashion industry
   1.2 Explain the historical evolution of embellishment in fashion industry
   1.3 Describe the surface ornamentation purposes and its impact to promote innovation in textile and garment industry
2. Explain the different types of embellishment techniques used to enhance the beauty of end products
   2.1 Describe the basic hand embroidery stitches used for embellishment of garments and textile material
      2.1.1 Describe the running stitch and its use for embellishment of garments and textile products
      2.1.2 Describe the satin stitch and its use for embellishment of garments and textile products
      2.1.3 Describe the chain stitch and its use for embellishment of garments and textile products
      2.1.4 Describe the French knot stitch and its use for embellishment of garments and textile products
   2.2 Demonstrate the regional/Tradional embroidery styles and their use in textile and fashion industry
      2.2.1 Describe the chikankari and its use for embellishment of garments and textile products
      2.2.2 Describe the phulkari and its use for embellishment of garments and textile products
      2.2.3 Describe the zardozi and its use for embellishment of garments and textile products
   2.3 Explain the types of threads used for embellishment techniques according to fabric suitability
   2.4 Demonstrate the concept of motif development and its placement according to the requirement of end product in textile and fashion industry
3. Explain the applique and patchwork techniques and their uses for embellishment
   3.1 Demonstrate the different types of applique technique of embellishment
      3.1.1 Describe the flat applique and its use for embellishment according to requirement of end product
      3.1.2 Describe the reverse applique and its use for embellishment according to requirement of end product
      3.1.3 Describe the 3D applique and its use for embellishment according to requirement of end product
   3.2 Explain different types of patchwork technique used for embellishment
   3.3 Explain how patchwork is combined with embroidery to enhance the beauty of end product in textile and fashion industry

4. Explain the bead work and types of embellishment material used for garments and textile products
   - 4.1 Describe the use of beads for embellishment techniques
   - 4.2 Describe the use of mirrors for embellishment techniques
   - 4.3 Describe the use of sequins for embellishment techniques
   - 4.4 Describe the use of stones for embellishment techniques
   - 4.5 Describe the use of crystals for embellishment techniques
   - 4.6 Demonstrate the design planning of embellished garments for traditional and couture fashion
5. Explain the different fabric manipulation techniques used for embellishment in textile and fashion industry
   - 5.1 Describe smoking technique used for fabric manipulation
     - 5.1.1 Describe the use of English smoking
     - 5.1.2 Describe the use of American smoking
     - 5.1.3 Describe the use of Canadian smoking
   - 5.2 Describe pleating technique used for fabric manipulation
     - 5.2.1 Describe the use of box pleats in textile and fashion industry
     - 5.2.2 Describe the use of knife pleats in textile and fashion industry
     - 5.2.3 Describe the use of accordion pleats in textile and fashion industry
   - 5.3 Describe tucks and gathers used for fabric manipulation
6. Explain machine embroidery technique and its use in textile and garment industry
   - 6.1 Demonstrate the machine embroidery basics and different types of machine embroidery stitches
     - 6.1.1 Describe the use of lock stitches for machine embroidery
       - 6.1.1.1 Describe the use of running stitch for embellishment of garments and textile products
       - 6.1.1.2 Describe the use of satin stitch for embellishment of garments and textile products
       - 6.1.1.3 Describe the use of fill stitch for embellishment of garments and textile products
       - 6.1.1.4 Describe the use of zigzag stitch for embellishment of garments and textile products
     - 6.1.2 Describe the use of chain stitches for machine embroidery
       - 6.1.2.1 Describe the use of chain stitch for embellishment of garments and textile products
       - 6.1.2.2 Describe the use of lazy daisy stitch for embellishment of garments and textile products
   - 6.2 Describe the concept of digital embroidery and its use according to the advancement of technology in textile and fashion industry
   - 6.3 Describe quilting and use of different types according to requirement of end product
     - 6.3.1 Describe straight-line quilting and its use according to requirement of end product

6.3.2 Describe free-motion quilting and its use according to requirement of end product

7. Explain the concept of sustainability and its use in embellishment of garments and textile material
   7.1 Describe the concept of recycled embellishment and its importance to promote the sustainability
   7.2 Describe the upcycling of embellished garments and its use in fashion industry to promote environmental and economic sustainability

DTFD-312 Embellishment Techniques

List of Practical: (102 Hrs)

1. Practice basic and decorative hand embroidery stitches (Running stitch, Chain Stitch, Satin Stitch, French knots)
2. Create a sampler displaying all basic and decorative hand embroidery stitches
3. Create small motifs using Regional/Traditional embroidery styles chikankari, Zardozi and Phulkari
4. Make a mini project with traditional/Regional embroidery styles
5. Make a sample of flat applique work
6. Make a sample of reverse applique work
7. Make a sample of 3D applique work
8. Make a motif with flat, Reverse and 3D applique work on hand bag/Scarf
9. Create a sample with geometric/Abstract patchwork design
10. Create a sample with beads (Tube, Seed, Bugle), Mirrors, Sequins, Stones and crystals
11. Create small samples of smoking (English, American, Canadian)
12. Create samples of pleats (Box, Knife, Accordion)
13. Create samples of tucks and gathers
14. Make a project with fabric manipulation techniques (smoking, pleating, tucks and gathers)
15. Practice basic machine embroidery lock stitches (Running, Satin, Fill, Zigzag stitches)
16. Practice basic machine embroidery chain stitches (Chain, Lazy Daisy stitches)
17. Create a sampler displaying basic lock and chain machine embroidery stitches (Running, Satin, Fill, Zigzag stitches, Chain, Lazy Daisy stitches)
18. Make a sample of straight-line quilting
19. Make a sample of Free-Motion quilting
20. Make a project with straight-line and Free-Motion quilting
21. Make a project with recycled and upcycled embellished material
22. Make a portfolio with best practical samples

DTFD-322 Research and Development

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- The aims of a course on research and development typically include fostering critical thinking.
- It will enhance analytical skills, promote innovation, and equip students with the knowledge and methodologies necessary to conduct effective research to develop new products.
- Additionally, such a course may aim to instill an understanding of ethical considerations in research and development and prepare students for careers in academia, industry, or government where research and innovation are needed.

Course Contents: Hours

1. Contemporary Trends and Innovations in Fashion and Textiles **2**

2. Cultural Influences on Fashion and Textile Design **2**

3. Research Methods for Development in Fashion and Textiles **6**

3.1 Primary Methods

3.2 Secondary Methods

3.3 Case Studies

3.4 Surveys

4. Conceptualization and theme selection **6**

4.1 Making story boards

4.2 Mood Board

4.3 Research Board

4.4 Color Palette

5. **Design Thinking** **4**

5.1 Emphasize

5.2 Define

5.3 Ideate

5.4 Prototype

5.5 Test

6. **Material Exploration and Experimentation** **2**

7. Ethical and Sustainable Considerations in Subject Development **2**

8. Subject Presentation **2**

9. How to write artist statement **2**

10. Innovation and Creativity in Research **2**

11. How to write about your design project **4**

Recommended Books:

- Fashion and Textiles- Breakthroughs in Research and Practice, 2017
- Research and Design for Fashion By Richard Sorger, Simon Seivewright · 2021
- Digital Research Methods in Fashion and Textile Studies By Amanda Sikarskie · 2020

DTFD-322 Research and Development

Instructional Objectives:

1. Contemporary Trends and Innovations in Fashion and Textiles

1.1 Understand the current trends and innovations in fashion and textiles.

1.2 Analyze the impact of trends and innovations on the fashion and textile industry.

2. Cultural Influences on Fashion and Textile Design

2.1 Understand the significance of cultural influences on fashion and textile design.

2.2 Identify the key cultural elements that shape fashion and textile design (tradition, symbolism, aesthetics).

2.3 Analyze the role of cultural diversity in shaping fashion and textile design.

3. Research Methods for Development in Fashion and Textiles

3.1 **Primary Methods**

3.1.1 Understand the different primary research methods (interviews, focus groups, observations).

3.1.2 Learn how to design and implement primary research studies.

3.2 **Secondary Methods**

3.2.1 Understand the different secondary research methods (literature reviews, industry reports).

3.2.2 Learn how to conduct secondary research studies.

3.3 **Case Studies**

3.3.1 Understand the significance of case studies in research.

3.3.2 Identify the key elements of a case study (context, methodology, findings).

3.3.3 Learn how to design and implement case studies.

3.4 **Surveys**

3.4.1 Understand the significance of surveys in research.

3.4.2 Identify the key elements of a survey (questionnaire design, sampling).

3.4.3 Learn how to design and implement surveys.

4. Conceptualization and Theme Selection

- Understand the importance of conceptualization and theme selection in design.
- Identify the key elements of a design concept (theme, inspiration, narrative).
- Learn how to develop a design concept.

4.1 **Making Story Boards**

4.4.1 Understand the purpose and benefits of storyboards in design.

4.4.2 Learn how to create effective storyboards (visual narrative, sequence, pacing).

4.4.3 Apply story boarding techniques to design projects.

4.2 **Mood Board**

4.2.1 Understand the purpose and benefits of mood boards in design.

4.2.2 Learn how to create effective mood boards (visual representation, atmosphere, tone).

4.2.3 Apply mood boarding techniques to design projects.

4.3 **Research Board**

4.3.1 Understand the purpose and benefits of research boards in design.

4.3.2 Learn how to create effective research boards (visual research, inspiration, references).

4.3.3 Apply research boarding techniques to design projects.

4.4 Color **Palette**

4.4.1 Understand the importance of color palettes in design.

4.4.2 Learn how to create effective color palettes (color theory, harmony, contrast).

4.4.3 Apply color palettes to design projects.

5. Design Thinking

5.1 **Emphasize**

5.1.1 Understand the importance of empathy in design thinking.

5.1.2 Identify the key elements of empathy (understanding user needs, perspectives).

5.1.3 Learn how to conduct user research and gather insights.

5.2 **Define**

5.2.1 Understand the importance of defining the problem statement.

5.2.2 Identify the key elements of a well-defined problem statement (clear, concise, actionable).

5.2.3 Learn how to synthesize user insights and define the problem.

5.3 **Ideate**

5.3.1 Understand the importance of ideation in design thinking.

5.3.2 Identify the key elements of effective ideation (divergent thinking, creativity).

5.3.3 Learn how to generate and prioritize ideas.

5.4 **Prototype**

5.4.1 Understand the importance of prototyping in design thinking.

5.4.2 Identify the key elements of effective prototyping (low-fidelity, iterative).

5.4.3 Learn how to create and test prototypes.

5.5 **Test**

5.5.1 Understand the importance of testing in design thinking.

5.5.2 Identify the key elements of effective testing (user feedback, iteration).

5.5.3 Learn how to test and refine designs.

6. Material Exploration and Experimentation

6.1 Understand the importance of material exploration and experimentation in design.

6.2 Identify the key elements of material exploration (properties, textures, behaviors).

6.3 Learn how to experiment with different materials and techniques.

7. Ethical and Sustainable Considerations

7.1 Understand the importance of ethical and sustainable considerations in design.

7.2 Identify the key elements of ethical design (social responsibility, environmental sustainability).

7.3 Learn how to incorporate ethical and sustainable considerations into design decisions.

8. Subject Presentation

8.1 Understand the importance of effective presentation in design.

8.2 Identify the key elements of effective presentation (clarity, visual appeal).
8.3 Learn how to present design work effectively.

9. Artist Statement

9.1 Understand the importance of an artist statement in design.
9.2 Identify the key elements of an artist statement (philosophy, inspiration, creative process).
9.3 Learn how to write a compelling artist statement.

10. Innovation and Creativity in Research

10.1 Understand the importance of innovation and creativity in research.
10.2 Identify the key elements of innovative research (originality, risk-taking).
10.3 Learn how to cultivate innovation and creativity in research.

11. Writing about Design Projects

11.1 Understand the importance of effective writing in design.
11.2 Identify the key elements of effective design writing (clarity, concision).
11.3 Learn how to write about design projects effectively.

DTFD-322 Research and Development

List of Practical: 102 hours

1. Theme study for any project after visiting exhibitions and different art galleries or any museum etc.
2. Design Surveys about different textile/fashion industry.
3. Create Story Board/s for any project
4. Make Color Board/s after looking at different color pallets in your surroundings.
5. Make a Mood Board for any design project.
6. Collect Imagery to make Research Board/s after theme selection
7. Case Studies of different textile/fashion brands
8. Develop Prototyping in design.
9. Develop product by exploring different mediums/ materials.
10. Practicing effective communication of research findings through presentations.

DTFD-331 Fashion Styling

Total Contact Hours:

Practical 102

T	P	C
0	3	1

Learning Outcomes:

- Fashion Styling subject combine fashion styling, creative heading and visual correspondence
- Students will familiar with the complexities of personal styling, demographic goals, social commitment, and application to shifted professional spaces during a time of web-based life and high esteem marking

List of Practical: Fashion Styling 102 Hrs.

1. Introduction to Fashion Styling and role of fashion styling in the industry
2. Understanding Body Types
3. Identifying different body types and proportions
4. Creating flattering silhouettes and styles
5. Creating Mood Boards and theme development
   5.1 Understanding the importance of mood boards in fashion styling
   5.2 Creating visual representations of themes and concepts
6. Styling garments for photoshoots
7. Creating styled looks for editorial, commercial, and lifestyle photography
8. Styling for runway shows
   8.1 Creating cohesive looks for fashion shows
9. Accessorizing and props
   9.1 Selecting and styling accessories and props for different themes and occasions
10. Color recommendation according to the skin tone
11. Print recommendation according to the body type.
12. Dress, hair and make-up recommendation according to the event
13. Portfolio development
14. Understanding how to present styled work in a professional manner

DTFD-342 Design Trends & Forecasting

Total Contact Hours:

Theory: 34

Practical: 102

T	P	C
1	3	2

Learning Outcomes:

- To promote sustainability through design trends and forecasting in textile and fashion industry
- To minimize the risk of producing design that may not resonate with consumers, reducing potential losses for fashion businesses.
- To provide insights into international trends, enabling designers to cater to diverse cultural preferences and global market.

Course Contents — Hours

1. **Introduction to design trends** — **2**
   - 1.1 Concept of design in textile
   - 1.2 Concept of design in fashion
   - 1.3 Concept of design trends
2. **Introduction to trend forecasting** — **2**
   - 2.1 Types of trend forecasting
     - 2.1.1 Long-term forecasting/Macro trends
     - 2.1.2 Short-term forecasting/Seasonal forecasting
3. **Importance of trend forecasting in textile and fashion industry** — **2**
4. **Tips for trend forecasting** — **4**
   - 4.1 React quickly
   - 4.2 Use of visual marketing strategies
   - 4.3 Pay attention to shared opinion
   - 4.4 Take advantages of technological resources
5. **Fashion seasons** — **4**
   - 5.1 Spring/Summer
   - 5.2 High Summer
   - 5.3 Pre-fall
   - 5.4 Autumn/Winter
   - 5.5 Resort/Cruise
6. **Fabric forecasting** — **4**
   - 6.1 Fiber type
   - 6.2 Weave/Knit
   - 6.3 Texture and surface

6.4 Finishes
6.5 Performance features

7. Color forecasting **4**
7.1 Importance of color forecasting
7.2 Factors that influence color trends
7.2.1 Cultural shifts
7.2.2 Social trends
7.2.3 Technological advances
7.2.4 Nature and environment
7.2.5 Economic condition
7.2.6 Pop culture

8. Design forecasting **4**
8.1 Aesthetics
8.2 Consumer needs and behavior
8.3 Material innovations
8.4 Cultural and lifestyle influences

9. Eastern/Western fashion & design trends **4**
9.1 Eastern fashion trends
9.1.1 Modest fashion
9.1.2 K-Fashion & J-Fashion (Korea & Japan)
9.1.3 Traditional meets modern
9.2 Western fashion trends
9.2.1 Quiet luxury (Post-2023 trend)
9.2.2 Gender Fluidity
9.2.3 Tech-Integrated fashion

10. Sustainability through design trends and forecasting **2**
10.1 Introduction to sustainability
10.2 Types of sustainability
10.2.1 Environmental sustainability
10.2.2 Economic sustainability
10.2.3 Social sustainability

11. Role of designer to promote Green Fashion (sustainability) through design trends and forecasting. **2**

Recommended Book:

- "Designing your life" by Bill Burnett and Dave Evans
- "Trend driven innovation' by Henry Mason, David Mattin and Maxwell Luthy
- "Fashion Forcasting" by Evelyn L.Brannon
- "Fashion Trends" by Eundeok Kim
- "Trend forecasting with technical analysis" by Louis B.Mendelsohn

DTFD-342 Design Trends & Forecasting

Instructional Objectives:

1. **Discuss about the concept of design trends, its use and importance in textile and fashion industry.**
   1.1 Describe concept of design in textile, use of design and its importance in textiles
   1.2 Describe concept of design in fashion use of design and its importance in fashion
   1.3 Describe concept of design trends and its promotion in industry according to demand
2. **Discuss about the concept of trend forecasting in textile and fashion designing**
   2.1 Demonstrate about the use of long term forecasting
   2.2 Demonstrate about the use of short term forecasting
3. **Describe promotion of trend forecasting importance in textile and fashion industry**
4. **Explain the tips for promotion of trend forecasting in textile and fashion design industry**
   4.1 Describe react quickly and its importance in trend forecasting
   4.2 Describe the use of visual marketing strategies
   4.3 Describe pay attention to shared opinion
   4.4 Describe take advantages of technological resources
5. **Explain about the fashion seasons and its requirements**
   5.1 Discuss spring/Summer, Design trends and forecasting according to demand of industry
   5.2 Discuss high Summer, Design trends and forecasting according to demand of industry
   5.3 Discuss pre-fall, Design trends and forecasting according to demand of industry
   5.4 Discuss autumn/Winter, Design trends and forecasting according to demand of industry
   5.5 Discuss resort/Cruise, Design trends and forecasting according to demand of industry
6. **Explain fabric forecasting and its importance in textile and fashion industry**
   6.1 Describe the fiber type and its impact on fabric appearance
   6.2 Describe the weave/knit pattern of fabric
   6.3 Describe the texture and surface of fabric
   6.4 Describe the fabric finishes and their importance in fabric formation
   6.5 Describe about performance features of fabric according to end use
7. **Explain color forecasting and its role in textile and fashion industry**
   7.1 Explain the Importance of color forecasting in textile and fashion industry
   7.2 Describe the factors that influence color trends
      7.2.1 Describe cultural shifts and their role in trend setting
      7.2.2 Describe social trend and their importance in forecasting
      7.2.3 Describe the role of technological advances in textile and fashion industry
      7.2.4 Describe the role of nature and environment in trends forecasting
      7.2.5 Describe the role of economic condition to promote design trends
      7.2.6 Describe the concept of pop culture and its impact on trends forecasting
8. **Explain design forecasting its role in textile and fashion industry**

8.1 Describe the role of aesthetics in trends forecasting
8.2 Describe the role of consumer needs and behavior in trend forecasting
8.3 Describe the role of material innovations in trend forecasting
8.4 Describe the role of cultural and lifestyle influences in trend forecasting

9. Explain Eastern/Western fashion & design trends and their role in global market

9.1 Describe the eastern fashion trends and their role in fashion industry
9.1.1 Describe the concept of modest fashion in Muslim countries
9.1.2 Describe the concept of K-Fashion and J-Fashion and their role in fashion industry
9.1.3 Describe how traditional meets modern to support trends forecasting
9.2 Describe western fashion trends and their role in fashion industry
9.2.1 Describe about quiet luxury and its role in fashion industry
9.2.2 Describe the role of gender fluidity in fashion industry
9.2.3 Describe the concept of Tech-Integrated fashion

10. Demonstrate the concept of sustainability, types, need according to the demand of global market and its implementation through design trends and forecasting

10.1 Explain environmental sustainability and its role in textile and fashion industry
10.2 Explain economic sustainability and its role in textile and fashion industry
10.3 Explain social sustainability and its role in textile and fashion industry

11. Explain the role of designer to promote Green Fashion (sustainability) through design trends and forecasting.

DTFD-342 Design Trends & Forecasting

List of Practical: 102 Hrs.

1. Create a visual trend board using images, color palettes and fabric swatches according to selected theme
2. Create a mood board on design trends according to theme that are resurfacing in current fashion
3. Make a board of trend lifecycle by choosing a fashion item to develop a fashion cycle mapping
4. Develop a consumer profile (Age, location, income, lifestyle, values) and forecast what styles they will prefer in different seasons
5. Develop story board for fabric forecasting in fashion industry
6. Develop story board for color forecasting in fashion industry
7. Develop story board for design forecasting in fashion industry
8. Watch a fashion week show and create a trend report covering silhouette, texture, color, and forecast potential
9. Research fusion trends combining Eastern and Western design elements and forecast how this blend will evolve in next 2 years
10. Visit local boutiques/fashion markets and document prevalent styles, fabrics, consumer preferences and compare with global trends
11. Make experimental dress with the concept of Green Fashion (sustainability)
12. Dress making with accessories according to theme “Recycling & upcycling”
13. Make portfolio with best practical work

DTFD-352 CAD/CAM – II

Total Contact Hours:

Theory:

Practical: 204

T	P	C
0	6	2

Learning Outcomes:

- To build proficiency in Adobe Illustrator for digital fashion illustration, technical drawing, and print design.
- To train students in 3D garment development, visualization, and animation using CLO 3D.
- To develop students' digital design fluency for creating industry-level portfolios combining both 2D and 3D fashion skills.

List of Practical: 204 hours

1.Advanced Motif Development

1.1 Create complex motifs using advanced CAD tools (layers, filters, vector/raster combinations).

2. Complex Repeat Systems

2.1 Develop composite repeats (combined brick + mirror, engineered repeats, placement prints).

3. Advanced Colorways & Digital Palettes

3.1 Apply Pantone/industry-standard color systems. Automate multiple colorways for export.

4. Digital Fabric Simulation

4.1 Render realistic fabric textures (sheer, velvet, denim, brocade). Apply shading, drape effects, and digital lighting.

5. Advanced CAD for Weaving

5.1 Create dobby and jacquard weave designs. Generate lift plans and simulate woven textures.

6. Digital Printing Workflow

6.1 Prepare large-scale repeat designs. Perform color separation and generate print-ready

files.

7. Embroidery CAD – Advanced Techniques

7.1 Apply appliqué, fill stitches, sequin/cord effects. Optimize stitch sequence for machine efficiency.

8. 3D Visualization of Textiles

8.1 Simulate textile designs on garments/interiors using 3D software

9. CAM Integration

9.1 Export and test files in multiple machine formats (e.g., DST for embroidery, TIFF for digital printing, WIF for weaving). Troubleshoot file compatibility issues.

10. Final Portfolio Project

10.1 Complete one advanced project (e.g., jacquard weave, digital print collection, or embroidery set). Present professional digital portfolio (PDF/Interactive) showing design-to-CAM process.

DTFD-364 Project

Total Contact Hours:

Theory: 0

Practical 408

T	P	C
0	12	4

Learning Outcomes:

- To allow learners to formulate a full-fledged design Project
- To develop learner's skills in creating project outlines, specification, and feasibility of the project
- To conduct primary and secondary research for the selected project
- To implement the project and evaluate the outcome
- To display and present the final project

Unit Outline: Final Project (408 Hrs)

1. Analyze options to select your project
   - 1.1 List down various Project Options
     - 1.1.1 Conduct Basic Research on each option
     - 1.1.2 Finalize the Project based on research
   - 1.2 Discuss the Rationale of the Project
   - 1.3 Analyze the Importance of the Project
   - 1.4 Explain the Aims & Goals of the Project
   - 1.5 Identify the Intended Outcomes of the project
   - 1.6 Identify the Targeted Audience
   - 1.7 Create the Time Plan of the Project
   - 1.8 Analyze and List the Resources Required
   - 1.9 Create Project Specification by writing:
     - 1.9.1 What would be the Project?
     - 1.9.2 What would be the outcomes?
     - 1.9.3 What will be achieved through this project?
     - 1.9.4 How would this all be achieved?
     - 1.9.5 What is the Market Value of the Project?
     - 1.9.6 How it is beneficial for the target audience?
     - 1.9.7 What is the Aesthetic Significance of this project?
     - 1.9.8 What are the Functional Criteria on which the project would be based?
   - 1.10 Distinguish between various Challenges of the Project at different stages of the project.
   - 1.11 Create Project Feasibility in terms of design, production and application
   - 1.12 Create a Cost Estimation of your project
2. Conduct Research for your project
   - 2.1 Conduct Primary Research

2.2 Conduct Secondary Research
2.3 Compile the Research Findings

3. Develop Boards for your project
   3.1 Create Research Boards
   3.2 Develop Mood Boards
   3.3 Construct Story Boards
   3.4 Develop Theme Board
   3.5 Construct Materials Boards
   3.6 Create a Swatch Book
   3.7 Develop design trends & forecasting Boards
4. Generate Ideas & Develop designs
   4.1 Create Basic Ideas
   4.2 Analyze the basic ideas and create finalized ideas
   4.3 Experiment with various color options by Rendering the Designs
5. Create Technical Drawings
6. Create Technical Package & Specification
7. Collect and Source Material for the project
8. Implement the Design
   8.1 Create Patterns for the Project
   8.2 Sew the Project based on the pattern and design
   8.3 Apply Finishing Techniques to the Project
9. Evaluate your Project in terms of design, production, and application
10. Create an Experimental Dress with Recycling Materials on the same theme
11. Display your Projects and Present it in front of a jury to get feedback

LIST OF TOOLS, EQUIPMENT & MACHINERY for

Diploma in Textile & Fashion Design

LIST OF LABS

1. Basic Drawing, Design & Fashion Illustration Lab
2. Basic Pattern Making Lab
3. Sewing Lab
4. Fashion Photography Lab
5. Textile Lab, Textile Raw Material & Yarn Manufacturing Lab
6. Advance Pattern Making & Computer Lab
7. Fabric Formation Lab
8. Dyeing & Printing Lab
9. Draping & Fashion Styling Lab
10. Embellishment Lab
11. Design Studio (CAD/CAM Lab)

1. Basic Drawing, Design & Fashion Illustration Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Scale	50
2.	Geometry Boxes	15
3.	Paper Cutter	50
4.	Paper Scissors	50
5.	Color Palette	50
	Furniture	
1.	Whiteboard	01
2.	Adjustable stools	25
3.	Drawing tables	10
4.	Teacher chair	01
5.	Teacher table	01
6.	Drawing boards	25
7.	Steel Almirah	1

2. Basic Pattern Making Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	French Curves Set	25
2.	Tee Square	15
3.	Hip Curve	25
4.	Straight Ruler	25
5.	Japanese Scale	25
6.	French curves	25
7.	Set squares	15
8.	L-square	10
9.	Grading ruler	05
10.	Tracing wheel	10
11.	Compass	15
12.	Notcher	15
13.	Clipper	15
14.	Seam Ripper	25
15.	Awl for Dart Markings	15
16.	Measuring tape	25
17.	Rotary cutters + spare blades	05
18.	Tag gun	02
19.	Scissors (8-10) inches	25
	Furniture	
1.	Drafting Table(Large size)	05
2.	Stools for Students	25
3.	White board	01
4.	Steel Almirah	01
5.	Teacher Chair	01
6.	Teacher Table	01

3. Sewing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Single Needle Lock Stitch Machine	25
2.	Double Needle Lock Stitch Machine	2
3.	Flat Lock Machine	2
4.	Overlock Machine	2
5.	Overlock (Safety Machine)	1
6.	Button Hole Machine	1
7.	Button Attach Machine	1
8.	Zigzag Lock Stitch Machine	1
9.	Hemming Machine	1
10.	Blind Stitch Machine	1
11.	Straight Knife Cutter	1
12.	Round Knife Cutter	1
13.	Steam Iron with Bottle	3
14.	Fabric cutting scissors (8″–12″)	25
15.	Fusing press	01
16.	Machine oil dispenser	02
17.	Hanger Stand	02
	Furniture	
1.	Ironing table	01
2.	Cutting tables	05
3.	Students chairs(without arm)	25
4.	Teacher chair	01
5.	Teacher Table	01
6.	Lockable cupboards	01

4. Fashion Photography Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	DSLR Camera with lenses	1
2.	Camera Flash	2
3.	Tri-Pod Stand for Camera	1
4.	Camera Outdoor Flash	1
5.	Soft Box Reflector Set	1
6.	Shades Set	1
7.	Background Screen	2

5. Textile Lab, Textile Raw Material & Yarn Manufacturing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Wrapping Reel	2
2.	Electronic Balance (0.01-300 g)	2
3.	Electronic Balance (0.001-100 g)	2
4.	Spirit Lamp	25
5.	Tweezer	25
6.	China dish	25
7.	Beaker	25
8.	Test Tube	150
9.	Test Tube Holder	25
10.	Test Tube Stand	25
11.	Glass Stirrer	25

6. Advance Pattern Making and Computer Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Server	1
2.	Desktop Computer	25
3.	CAD Software for Digital Pattern Making	1
4.	Digitizer	1
5.	Plotter	1

7. Fabric Formation Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Hand Loom Wooden	10
2.	Dobby Hand Loom Wooden	5
3.	End Pick Counter	25
4.	GSM Cutter	5
5.	Electronic Weighing Scale (0-1000 g)	5
6.	Hand Kitting Needle Set	15
7.	Felting Mats	10
8.	Felting Needles	25
9.	Barbed Needles	10
10.	Wet Felting Basin	10
11.	Heat Press	1
12.	Press Iron	2
13.	Scissors	10

8. Dyeing & Printing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Lab Scale Heating Bath (For Dyeing)	10
2.	Dye Pot (12 & 18 inch)	25
3.	Stove (four burner)	5
4.	LPG Cylinder	5
5.	Printing Table	3

9. Draping & Fashion Styling Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Mannequin (male, female, plus-size, child)	25
2.	Steam Iron	3
3.	Inches Tape	25
4.	Scissors	25
5.	French Curves	25
6.	Japanese Scale	25
7.	Full-length mirrors	01
8.	Sewing machine (basic alteration)	5
9.	Desktop Computer (Photoshop/Illustrator)	05
10.	Garment steamer	01
11.	Hangers	25
	Furniture	
1.	Whiteboard	01
2.	Students chairs	25
3.	Tables	25
4.	Teacher chairs	01
5.	Teacher tables	01
6.	Garment racks	01
7.	Styling tables	01
8.	Cutting table	02
9.	Accessories shelf	01
10.	Accessory shelves	01
11.	Jewelry stands	01
12.	Shoe racks	01

10.Embellishment Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Computerized Embroidery Machine (1-2 Heads)	1
2.	Motorized Embroidery Machine (Puff Godda)	5
3.	Scissor	10
4.	Steam Iron	2
5.	Hand Embroidery Hoops (4*6, 7*9, 10*12)	10 each size
6.	Machine Embroidery Hoops (4*4, 5*7, 6*10, 8*8)	10 each size
7.	Wooden adda frame	2
8.	Bead & Sequin Tools	10
9.	Beading Needles	25
10.	Beadwork Tweezers	15
11.	Sequin punch tools	15
12.	Hot glue gun	5

11.Design Studio (CAD/CAM Lab)

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Server	1
2.	Desktop Computer	25
3.	Pen Tablet	25
4.	Scanner	1
5.	Photo Printer	1
6.	Multimedia with screen	1

LIST OF CONSUMABLE MATERIALS

1. Basic Drawing, Design & Fashion Illustration Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Board marker	1
2.	Paper Rim (A4 size)	As per requirement
3.	Sketchbooks	1 per student
4.	Colored pencils	1 box per student
5.	Magazines	10
6.	Mounting sheets	As per requirement
7.	Multiple size brushes	1 packet per student
8.	Color Palette	1 per student
9.	Portfolio folders	1 per student
10.	Glaze Paper	As per requirement
11.	Pencils (HB, 2B, 4B, 6B, B12)	As per requirement
12.	Eraser	As per requirement
13.	Sharpener	As per requirement
14.	Charcoal Sticks	As per requirement
15.	Pointers (.1, 1, 3)	As per requirement
16.	Color Markers 24 shades	1 packet per student
17.	Pencil Colors (24 Shades)	1 packet per student
18.	Water Colors (Cake Form) 24 Shades	As per

		requirement
19.	Poster Colors (Red, Blue, Yellow, Black, White)	1 pack per student
20.	Ball Points	As per requirement
21.	Watercolor Sheets	As per requirement
22.	Scholar Sheets	As per requirement
23.	UHU Stick	As per requirement
24.	XRay Sheet / Plastic Sheet for Stencil Making	As per requirement
25.	Thumb Pins	As per requirement
26.	Clutch Pencils with Leads	As per requirement

2. Basic Pattern Making Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Paper Rim(A4 Size)	As per requirement
2.	Pattern Sheets	As per requirement
3.	Dripping Pins	As per requirement
4.	Masking Tape	50
5.	Glue Stick	50
6.	Brown Sheets	As per requirement
7.	Bleach Card	As per requirement
8.	Erasers	50
9.	Sharpener	50
10.	Led Pencil	50
11.	Carbon Paper	As per requirement
12.	Tracing Sheets	As per requirement

3. Sewing Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Sewing Threads	As per requirement
2.	Zippers (center, invisible, lapped)	As per requirement
3.	Buttons	As per requirement
4.	Hooks	As per requirement
5.	Snaps buttons	As per requirement
6.	Elastic	As per requirement
7.	Interfacing	As per requirement
8.	Fabric (cotton, silk, denim, knit, polyester blends)	50 yards each
9.	Tailor Chalk	As per requirement
10.	Fusing	As per requirement
11.	Hand Needles	50
12.	Hand Spray	As per requirement
13.	Laces (according to Dress)	As per requirement
14.	Calico	As per requirement
15.	Ribbon	As per requirement

4. Fashion Photography Lab

Sr. No.	Name of Material	Quantity Nos.
1.	DSLR setting charts	As per requirement
2.	Composition and camera movement guides	As per requirement
3.	Lighting diagrams	As per requirement
4.	Mood board & story board templates	As per requirement

5. Textile Lab, Textile Raw Material & Yarn Manufacturing Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Cotton Fiber	10 kg
2.	Wool Fiber	5 kg
3.	Silk Fiber	5 kg
4.	Polyester Fiber	10 kg
5.	Polypropylene Fiber	10 kg
6.	Nylon Fiber	5 kg
7.	Cotton Yarn	100 pounds
8.	Wool Yarn	50 pounds
9.	Silk Yarn	25 pounds
10.	Polyester Yarn	50 pounds
11.	Polypropylene Yarn	50 pounds
12.	Nylon Yarn	25 pounds

6. Advance Pattern Making & Computer Lab

Sr. No.	Name of Material	Quantity Nos.
13.	Pattern blocks of various shapes & sizes	As per requirement
14.	Printing Paper for plotter	As per requirement
15.	A4 Size Paper	5 rims

7. Fabric Formation Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Woven Fabric (Plain Weave)	200 meter
2.	Woven Fabric (2/2 Matt Weave)	50 meter
3.	Woven Fabric (2/1 Twill Weave)	50 meter

4.	Woven Fabric (3/1 Twill Weave)	50 meter
5.	Woven Fabric (4/1 Satin Weave)	50 meter
6.	Knitted Fabric (Plain Knit / Jersy)	50 meter
7.	Knitted Fabric (Rib Knit)	50 meter
8.	Knitted Fabric (Purl Knit)	50 meter
9.	Knitted Fabric (Double Knit)	50 meter
10.	Non-Woven Fabric (Super Bond)	50 meter
11.	Non-Woven Fabric (Needle Punch)	50 meter
12.	Non-Woven Fabric (Melt Blown)	50 meter
13.	Non-Woven Fabric (Thermal Bonded)	50 meter
14.	Cotton, Wool, Silk, Jute, Novelty Yarns	100 pounds Each
15.	Muslin, Felt & Net Fabrics	50 meter Each
16.	Felting Wool (Merino Roving, Pre-Felt sheets)	50 kg
17.	Graph Paper	50 booklets
18.	Threads for Crochet & Needle Lace	As per practical need
19.	Adhesives (Textile Glue & Fusing Web)	5kg

8. Dyeing & Printing Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Dyed Fabric	50 meters
2.	Bleached Fabric	50 meters
3.	Printed Fabric	50 meters
4.	Cotton Fabric	100 meters
5.	Polyester fabric	100 meters
6.	Poster Paints	As per requirement
7.	Silk Paints	As per requirement
8.	Cold Dyes	As per requirement
9.	Hot Dyes	As per requirement

10.	Wax Needles	50
11.	Wax	As per requirement
12.	Gutta	As per requirement
13.	Brushes	As per requirement
14.	Screens for printing	As per requirement
15.	Palette	50

9. Draping & Fashion Styling Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Markers	1
2.	Paper Rim (A4 size)	As per requirement
3.	Measuring tapes	25
4.	Scholar Sheets	As per requirement
5.	Tracing Paper	As per requirement
6.	Muslin & draping fabric	As per requirement
7.	Pins	As per requirement
8.	Threads	As per requirement
9.	Chalk	As per requirement
10.	Magazines	4
11.	Glue	50
12.	Mounting sheets	As per requirement
13.	Basic Makeup	As per requirement
14.	Hairspray	As per requirement

15.	Props (scarves, hats, jewelry, shoes)	As per requirement
16.	Labeling tags,	As per requirement
17.	Safety pins	As per requirement
18.	Tapes	As per requirement

10.Embellishment Lab

Sr. No.	Name of Material	Quantity Nos.
1.	Cotton floss (Different Colours)	150 nos.
2.	Silk Thread	50 cones
3.	Metallic Threads	50 cones
4.	Tilla / Dabka	50 cones
5.	Cotton Fabric	50 yards
6.	Muslin Fabric	50 yards
7.	Silk Fabric	50 yards
8.	Denim Fabric	50 yards
9.	Net Fabric	50 yards
10.	Organza Fabric	50 yards
11.	Seed Beads	50 Tolla
12.	Bugle Beads	50 Tolla
13.	Crystal Beads	50 Tolla
14.	Round sequin	50 Tolla
15.	Silk Ribbon	400 yards
16.	Organza Ribbon	400 yards
17.	Satin Ribbon	400 yards
18.	Scrape Fabrics	50 Yards
19.	Small Round Mirrors	50 Tolla
20.	Square Mirrors	50 Tolla

21.	Shisha discs	50 Tolla
22.	Cut work Templates	15
23.	Kora	50 Tola
24.	Naqshi	50 Tola
25.	Embellishment Rings	50
26.	Textile Cords	50
27.	Clasps	50
28.	Decorative Buttons	250 nos
29.	Carbon Sheets	100 nos
30.	Tracing Paper	100 nos

11.Design Studio (CAD/CAM Lab)

Sr. No.	Name of Material	Quantity Nos.
1.	PSD templates for shirt, bedsheet, packaging	As per requirement
2.	Digital motif samples	As per requirement
3.	Colour palettes (Pantone, Fashion Inspired)	As per requirement
4.	Mock up files (shirt, tote bag, mug, box)	As per requirement
5.	Sample posters, banners templates	As per requirement
6.	Assignment briefs & grading rubrics	As per requirement
7.	Fashion figure templates (AI & PNG)	As per requirement
8.	Pattern blocks (Tops, Pants, Skirts)	As per requirement
9.	Swatch Libraries (Fabric Textures)	As per requirement
10.	Print motifs (Floral, geometric, ethnic)	As per requirement

11.	Sample branding kits (logo, tags)	As per requirement
12.	Sample garment tech packs	As per requirement
13.	Assessment files and project brief	As per requirement

MINIMUM QUALIFICATION OF INSTRUCTOR

Subjects	Minimum Qualification and Experience Details
Textile Raw Materials and Yarn Formation Dyeing & Printing Fabric Formation Techniques	• BS Textile Engineering *Preferably 1-2 year of teaching experience*
Basic Design Basic Drawing History of Art & Design Design Trends & Forecasting Embellishment Techniques CAD/CAM I & II Research & Development (R & D)	• BS (Textile Design) • BFA (Textile Design) • Bachelor of Design (Textile Design) *Preferably 1-2 year of teaching experience*
Fashion Photography Basic Pattern Making & Sewing Fashion Illustrations Draping Advance Pattern Making & Sewing Fashion Styling	• BS (Fashion Design) • BFA (Fashion Design) • Bachelor of Design (Fashion Design) *Preferably 1-2 year of teaching experience*
English Islamiat Pakistan Studies	• A degree in English/Islamiat/Pst *Preferably 1-2 year of teaching experience*
Computer application	• M.Sc degree in IT/Computer Science • BE in Computer Engineering *Preferably 1-2 year of teaching experience*
Entrepreneurship & Freelancing	• MBA/MBE-con/BBA(Hons) degree with *Preferably 1-2 year of teaching experience*
Fashion Photography Basic Pattern Making & Sewing Fashion Illustrations Draping Advance Pattern Making & Sewing Fashion Styling	• BS (Fashion Design) • BFA (Fashion Design) • Bachelor of Design (Fashion Design) *Preferably 1-2 year of teaching experience*

English Islamiat Pakistan Studies	• A degree in English/Islamiat/Pst *Preferably 1-2 year of teaching experience*
Computer application	• M.Sc degree in IT/Computer Science • BE in Computer Engineering *Preferably 1-2 year of teaching experience*
Entrepreneurship & Freelancing	• MBA/MBE-con/BBA(Hons) degree with *Preferably 1-2 year of teaching experience*

EMPLOYABILITY OF THE PASS-OUT STUDENTS

The pass-out of this course may work in the following sectors/areas

Sr. No.	Potential Employers (Industry/Sectors)	Sr. No.	Potential Employers (Industry/Sectors)
1.	Fashion Brand	2.	Textile Brand
3.	Clothing Industry	4.	Garment Manufacturing Industry
5.	Textile Industry	6.	Home Textile Industry
7.	Apparel Units	8.	Textiles Production Houses
9.	Garment Production Houses	10.	Boutiques
11.	Stitching Units	12.	Graphic Design House
13.	Marketing & Merchandizing	14.	Buying Houses
15.	Vocational Institutes	16.	Schools
17.	NGO	18.	TV Channel

The pass-out of this course may work in the following positions:

Sr. No.	Potential Jobs / Designation	Sr. No.	Potential Jobs / Designation
1.	Entrepreneur	2.	Freelance Designer
3.	Assessor (DDM / Relevant trades)	4.	Junior Instructor
5.	Teacher's Assistant	6.	Art Teacher
7.	Sketcher	8.	Junior Embroidery Designer
9.	Junior Embroidery Artist	10.	Assistant to Surface Designer
11.	Assistant Clothing Designer	12.	Assistant Fashion Designer
13.	Assistant Textile Designer	14.	Assistant to Pattern Designer
15.	Sewing Machine Operator	16.	Junior Digital Designer
17.	CAD Artist	18.	CG Designer
19.	Junior Graphic Designer	20.	Print Designer (Junior)
21.	Textile Print Designer	22.	Assistant Fashion Stylist
23.	Wardrobe Designer in TV Channel	24.	Wardrobe Manager in TV Channel
25.	Backstage Stylist's Crew in Fashion Show	26.	Assistant to the Marketing Manager
27.	Assistant Manager Marketing & Merchandising	28.	Assistant Merchandiser
29.	Assistant to Business Development Manager	30.	Assistant to Brand Manager
31.	Office Assistant	32.	Assistant to Quality Assurance Manager
33.	Assistant to Quality Manager	34.	Assistant M&E
35.	Trend Forecaster	36.	Assistant to Research & Development Manager
37.	Assistant to Research Analyst	38.	Research Assistant

Curriculum Development Committee

Ms. Ayesha Arshad Khan Assistant Professor, Textile Design Department, University of the Punjab, Lahore.	**Convener**
Engr. Zaheer Abbas Project Director, Govt. Institute of Textile Technology Millat Town, Faisalabad	**Member**
Mr. Zarjan Ali, Lecturer, (Department of Art & Design) National Textile University Faisalabad.	**Member**
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Ms. Sakina Arif, Lead Designer at Rang Rasia, Rabbani colony banker, Street# 7, house No. 56 Faisalabad.	**Member**
Ms. Tehmina Iqbal, Instructor DDM, GCT (W), People Colony No.1, Near Khizra Masjid Faisalabad.	**Member**
Ms. Shazia Khadim, Instructor, Fashion Design, Govt. Vocational Training Institute for Women Samanabad Faisalabad.	**Member**

LIST OF TOOLS, EQUIPMENT & MACHINERY for

Diploma in Textile & Fashion Design

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9. Draping & Fashion Styling Lab
10. Embellishment Lab
11. Design Studio (CAD/CAM Lab)

1. Basic Drawing, Design & Fashion Illustration Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Scale	50
2.	Geometry Boxes	15
3.	Paper Cutter	50
4.	Paper Scissors	50
5.	Color Palette	50
	Furniture	
1.	Whiteboard	01
2.	Adjustable stools	25
3.	Drawing tables	10
4.	Teacher chair	01
5.	Teacher table	01
6.	Drawing boards	25
7.	Steel Almirah	1

2. Basic Pattern Making Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	French Curves Set	25
2.	Tee Square	15
3.	Hip Curve	25
4.	Straight Ruler	25
5.	Japanese Scale	25
6.	French curves	25
7.	Set squares	15
8.	L-square	10
9.	Grading ruler	05
10.	Tracing wheel	10
11.	Compass	15
12.	Notcher	15
13.	Clipper	15
14.	Seam Ripper	25
15.	Awl for Dart Markings	15
16.	Measuring tape	25
17.	Rotary cutters + spare blades	05
18.	Tag gun	02
19.	Scissors (8-10) inches	25
	Furniture	
1.	Drafting Table(Large size)	05
2.	Stools for Students	25
3.	White board	01
4.	Steel Almirah	01
5.	Teacher Chair	01
6.	Teacher Table	01

3. Sewing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Single Needle Lock Stitch Machine	25
2.	Double Needle Lock Stitch Machine	2
3.	Flat Lock Machine	2
4.	Overlock Machine	2
5.	Overlock (Safety Machine)	1
6.	Button Hole Machine	1
7.	Button Attach Machine	1
8.	Zigzag Lock Stitch Machine	1
9.	Hemming Machine	1
10.	Blind Stitch Machine	1
11.	Straight Knife Cutter	1
12.	Round Knife Cutter	1
13.	Steam Iron with Bottle	3
14.	Fabric cutting scissors (8″–12″)	25
15.	Fusing press	01
16.	Machine oil dispenser	02
17.	Hanger Stand	02
	Furniture	
1.	Ironing table	01
2.	Cutting tables	05
3.	Students chairs(without arm)	25
4.	Teacher chair	01
5.	Teacher Table	01
6.	Lockable cupboards	01

4. Fashion Photography Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	DSLR Camera with lenses	1
2.	Camera Flash	2
3.	Tri-Pod Stand for Camera	1
4.	Camera Outdoor Flash	1
5.	Soft Box Reflector Set	1
6.	Shades Set	1
7.	Background Screen	2

5. Textile Lab, Textile Raw Material & Yarn Manufacturing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Wrapping Reel	2
2.	Electronic Balance (0.01-300 g)	2
3.	Electronic Balance (0.001-100 g)	2
4.	Spirit Lamp	25
5.	Tweezer	25
6.	China dish	25
7.	Beaker	25
8.	Test Tube	150
9.	Test Tube Holder	25
10.	Test Tube Stand	25
11.	Glass Stirrer	25

6. Advance Pattern Making and Computer Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Server	1
2.	Desktop Computer	25
3.	CAD Software for Digital Pattern Making	1
4.	Digitizer	1
5.	Plotter	1

7. Fabric Formation Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Hand Loom Wooden	10
2.	Dobby Hand Loom Wooden	5
3.	End Pick Counter	25
4.	GSM Cutter	5
5.	Electronic Weighing Scale (0-1000 g)	5
6.	Hand Kitting Needle Set	15
7.	Felting Mats	10
8.	Felting Needles	25
9.	Barbed Needles	10
10.	Wet Felting Basin	10
11.	Heat Press	1
12.	Press Iron	2
13.	Scissors	10

8. Dyeing & Printing Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Lab Scale Heating Bath (For Dyeing)	10
2.	Dye Pot (12 & 18 inch)	25
3.	Stove (four burner)	5
4.	LPG Cylinder	5
5.	Printing Table	3

9. Draping & Fashion Styling Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Mannequin (male, female, plus-size, child)	25
2.	Steam Iron	3
3.	Inches Tape	25
4.	Scissors	25
5.	French Curves	25
6.	Japanese Scale	25
7.	Full-length mirrors	01
8.	Sewing machine (basic alteration)	5
9.	Desktop Computer (Photoshop/Illustrator)	05
10.	Garment steamer	01
11.	Hangers	25
	Furniture	
1.	Whiteboard	01
2.	Students chairs	25

3.	Tables	25
4.	Teacher chairs	01
5.	Teacher tables	01
6.	Garment racks	01
7.	Styling tables	01
8.	Cutting table	02
9.	Accessories shelf	01
10.	Accessory shelves	01
11.	Jewelry stands	01
12.	Shoe racks	01

10.Embellishment Lab

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Computerized Embroidery Machine (1-2 Heads)	1
2.	Motorized Embroidery Machine (Puff Godda)	5
3.	Scissor	10
4.	Steam Iron	2
5.	Hand Embroidery Hoops (4*6, 7*9, 10*12)	10 each size
6.	Machine Embroidery Hoops (4*4, 5*7, 6*10, 8*8)	10 each size
7.	Wooden adda frame	2
8.	Bead & Sequin Tools	10
9.	Beading Needles	25
10.	Beadwork Tweezers	15
11.	Sequin punch tools	15
12.	Hot glue gun	5

11.Design Studio (CAD/CAM Lab)

Sr. No.	Nomenclature of Tools/ Equipment/ Machinery	Quantity Nos.
1.	Server	1
2.	Desktop Computer	25
3.	Pen Tablet	25
4.	Scanner	1
5.	Photo Printer	1
6.	Multimedia with screen	1